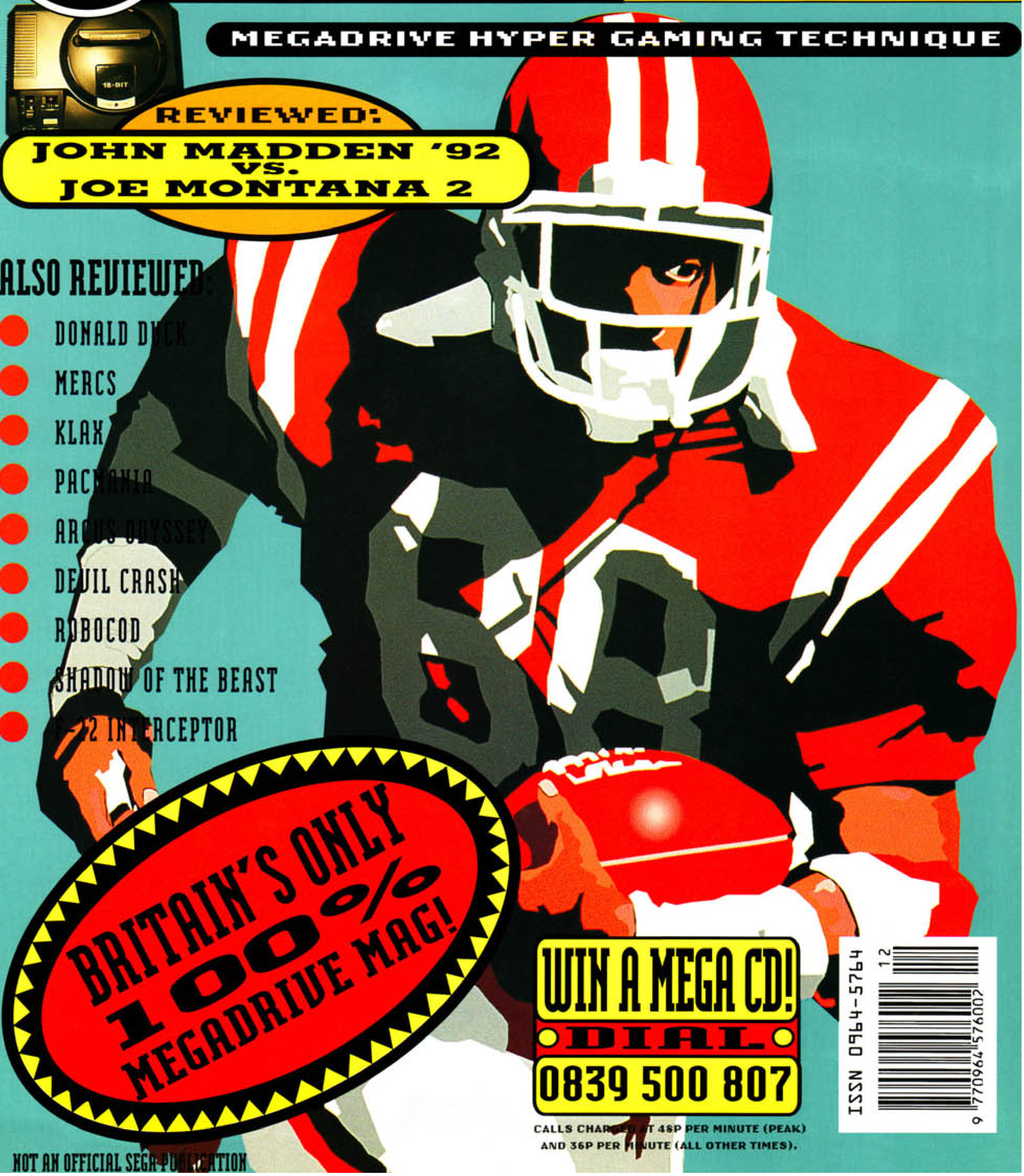
メガテケ

1

XMAS 1991 £1.95

MEGA TECH

MEGADRIVE HYPER GAMING TECHNIQUE



REVIEWED:
JOHN MADDEN '92
vs.
JOE MONTANA 2

ALSO REVIEWED:

- DONALD DUCK
- MERCS
- KLAX
- PACMANIA
- ARCUS ODYSSEY
- DEVIL CRASH
- ROBOCOD
- SHADOW OF THE BEAST
- F-22 INTERCEPTOR

BRITAIN'S ONLY 100% MEGADRIVE MAG!

WIN A MEGA CD!
DIAL
0839 500 807

CALLS CHARGED AT 48P PER MINUTE (PEAK)
AND 36P PER MINUTE (ALL OTHER TIMES).

ISSN 0964-5764 12

NOT AN OFFICIAL SEGA PUBLICATION

NOW THE POWER TO FIGHT BACK...

BECOME INVINCIBLE!!

ACTION
REPLAY
MORE POWER

ACTION REPLAY CARTRIDGE

ONLY £49.99 INC. P+P

FREE!!

12 MONTHLY ISSUES OF **GAMEBUSTER** MAGAZINE (WORTH £20)

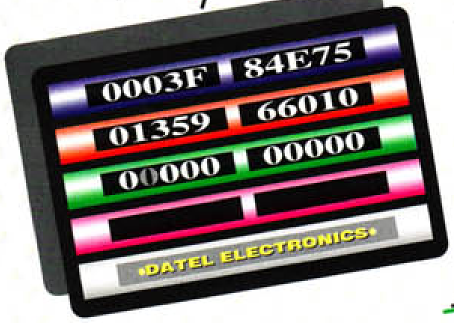
GAME BUSTER

MORE POWER

MORE LEVELS

MORE ENERGY

MORE FUN



YES WITH THE ACTION REPLAY CARTRIDGE YOU CAN NOW PLAY YOUR FAVOURITE GAMES TO DESTRUCTION!

☐ Just imagine, infinite lives, unlimited energy, unlimited power or extra fuel/ammo. Become invincible with the Action Replay Cartridge for the16 bit game console from SEGA ENTERPRISES Ltd.

☐ Very simple to use - just enter the parameter code for the game that you are playing and that's it. Now you can play games to levels you didn't even know existed.

☐ Action Replay is a powerful cartridge featuring its own on-board LSI chip specially designed to allow user to effectively "re-program" their games cartridges so they can play their favourite games to destruction!

☐ Full instruction manual gives you the parameters for most of the latest games plus many of the older favourites. We give you simple, easy to use inputs to get more or infinite lives, more fuel, more energy,cheats, etc. etc. with your favourite games.

☐ With its advanced ASIC hardware design the Action Replay cartridge canreact to new games as they appear-the latest parameters are published in yourFREE monthly issues of GAMEBUSTER magazine.

☐ No user knowledge is required at all -if you can play the game you already know how to use Action Replay. All input is via the joystick/pad -it couldn't be simpler.

☐ Also works as an adaptor for Japanese type cartridges (an adaptor alone would cost up to £20!!)

☐ Comes complete - no more to buy!

DATEL Electronics Limited

HOW TO GET YOUR ORDER FAST!

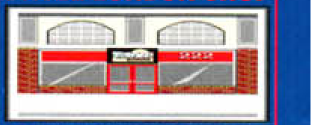
TELEPHONE [24Hrs] 0782 744707 CREDIT CARD ORDERS

ORDERS NORMALLY DISPATCHED WITHIN 48 Hrs. ALL CHEQUES/POSTAL ORDERS MADE PAYABLE TO....

Access **DATEL ELECTRONICS** VISA

GOVAN ROAD, FENTON INDUSTRIAL ESTATE, FENTON, STOKE-ON-TRENT,
ST4 2RS, ENGLAND. FAX 0782 744292 TECHNICAL/CUSTOMER SERVICE 0782 744324

DATEL LONDON SHOP



222, TOTTENHAM COURT RD,
LONDON, W1. TEL:071 5806460

1 CONTENTS

ISSUE ONE DECEMBER 1991

• REVIEWS

Break out the hotdogs and the Cola for the American football play-offs, as John Madden squares off against Joe Montana in a clash of shoulder-padded titans.

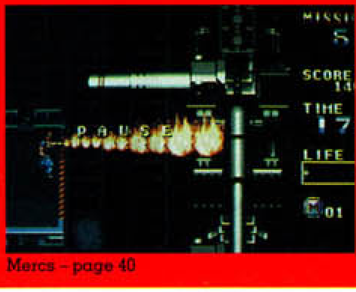
12 John Madden's `92
16 Joe Montana Sports Talk Football
20 Quackshot – Starring Donald Duck
26 Granada X
28 The Immortal
32 Klax
34 Devil Crash
38 Pacmania
40 Mercs
43 F22
46 Robocod
50 Shadow Of The Beast
53 Arcus Odyssey

John Madden's '92 - page 12

Quackshot – page 20

The Immortal – page 28

Devil Crash – page 34


Mercs – page 40

Robocod – page 46

6 NEWS
Want to know what's happening in the Megadrive world? Check this out.

24 CLASSIFIED ADS

56 TECHNIQUE ZONE
Do you want to find the level designer in Sonic The Hedgehog? Or how about the shoot `em up level in Arnold Palmer's Golf? Tune into the Technique Zone for these and help on 688 Attack Sub, Robocod, Gynoug, Midnight Resistance and host of other games.

62 HYPER TECHNIQUE ZONE
Up for dissection on this month's operating table are Mickey Mouse and Spiderman. Dare you miss it?

68 HELPLINE
If you've got a problem you've come to the right place. A plethora of pages packed with tips and cries for help.

72 HYPER PLAYERS
Want to mess with the best? Check out Hyper Players to find out who's scoring what, then try to beat them at their own game.

73 QUESTIONNAIRE
Your chance to tell us what you think of Megatech, the Megadrive and tell us about yourself too!.

76 GAME INDEX
Buying a new game but don't like the look of the current crop? Check out the game index for info on more games than you could possibly play in several life-times.

82 NEXT MONTH
Cross our palms with silver and we'll don our Romany outfits and peer into the future. On the other hand, you could turn to the next month page.

WELCOME

EDITOR: PAUL GLANCEY

ART EDITOR: JEFF ZIE

DEPUTY EDITOR: MARK PATTERSON

ADVERTISEMENT MANAGER: NIGEL TAYLOR

PRODUCTION ASSISTANT: EMMA SADLER

CONTRIBUTORS: EDWARD LAURENCE, RICHARD LEADBETTER, JULIAN RIGNALL

MANAGING EDITOR: JULIAN "JAZ" RIGNALL

PUBLISHING DIRECTOR: GRAHAM TAYLOR

EDITORIAL AND ADVERTISING OFFICES: PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU

CALL US ON: 071 251 6222

FAX US ON: 071 490 0991

COLOUR REPRODUCTION: TRINITY GRAPHICS, CLERKENWELL RD, EC1

PRINTED BY: BPCC MAGAZINES (COLCHESTER) LTD

IMPORT SOFTWARE KINDLY PROVIDED BY: CONSOLE CONCEPTS ON 0782 712759

COPYRIGHT EMAP IMAGES LTD
ALL RIGHTS RESERVED. NO PART OF THIS PUBLICATION MAY BE REPRODUCED, STORED IN A RETRIEVAL SYSTEM OR TRANSMITTED IN ANY FORM BY ANY MEANS WHATSOEVER (NOT EVEN AS A CLEVERLY DISGUISED KNITTING PATTERN) WITHOUT THE PRIOR PERMISSION OF THE PUBLISHERS.

MEGADRIVE IS A TRADEMARK OF SEGA CORPORATION

MEGATECH IS NOT AN OFFICIAL SEGA PUBLICATION

DOLLY GRIP: BY THE LIFELIKE HAIR

HAND GUNS BY: BERETTA

THEORY OF RELATIVITY BY: DR ALBERT EINSTEIN

HOME GROUND OF CREWE ALEXANDRA: GRESTY ROAD

THE PASSWORD: SWORDFISH

THIS MONTH'S CHINESE PROVERB: "THE GUEST WHO OUTSTAYS HIS FELLOW GUESTS LOSES HIS OVERCOAT."

JEFF ZIE'S BISCUIT OF THE MONTH: HUNTLEY AND PALMERS' FAMOUS BOURBON CREAMS

Dear MegaTech reader,

Congratulations on your purchase of the very first issue of this high quality publication which has been engineered by our skilled London craftsmen from the finest quality wood-pulp products and should, if properly maintained, provide many years of reading pleasure for you and your family.

Well, not your whole family perhaps, but the members who are heavily into Megadrive games should find MegaTech extremely interesting, because, as you may have noticed, it is Britain's only 100% Megadrive-dedicated magazine! Every month we'll be bringing you reviews of the latest Megadrive games, along with stacks of essential tips and advance information on what the next hot games are going to be.

But that's not all! Each month we'll be featuring explicit photographs of... Oh, actually, no, sorry, we decided not to put that in, but if there's anything you think we should be covering in MegaTech, write in and let us know. On page 73 of this very issue we're giving you the chance to tell us what you think of issue one in a questionnaire, and as a bonus, just by filling it in and sending it back to us you could win one of five prizes of £200's worth of Megadrive games.

Paul Glancey
Editor

❶ Amorphus Quadrilateral RATing

A picture is worth a thousand words, that's why we've got the Amorphus Quadrilateral Rating system, or A-Q-RAT. This shows you how much a game taxes your reflexes, mental prowess, strategic ability and it's overall challenge. The further the shape is in one of the quadrants, the more is required of you in that field.

❷ PRESENTATION

Good presentation is an essential part of any game. The rating covers the clarity of the instructions, options, in-game help, screen layout and all the other features which go into making the game easy to get into as well as attractive.

❸ GRAPHICS

There are four factors that are taken into account for this rating, the sprites, background graphics, animation and how well it all fits in. After all, a game like Streets of Rage would look pretty dumb with Mickey Mouse-style graphics.

❹ SOUND

Do the blood-curdling screams of your vanquished foes come accompanied with a crashing music score, or will you be reaching for the volume control in disgust at the painfully sappy sounds. Background music, spot effects and atmosphere are all taken into account.

❺ SHORT-TERM PLAY

Is the game easy to get into or an up hill slog right from hitting the on button? Short-term play determines how easy it is to get into a game and whether you'll want to carry on playing.

❻ LONG-TERM PLAY

When you're spending thirty quid a time on a cartridge, you won't want to be able to complete the day you bought it. You don't want to be bored stupid either, so look to this rating to find out how long it'll be before your latest purchase goes stale.

❼ MEGATECH RATING

This is the big one. Should you buy or pass by? This rating is a reflection of how good the game is as an overall package, not an average of the other scores. It may have the greatest graphics ever, by if the gameplay sucks it's not going to score highly here.

0-14 Yeeeaaarrrgghh! Anything that scores this low does not deserve to exist.

15-29 Abysmal. Virtually no appeal whatsoever.

30-44 Below average. Even fans of the style will be tempted to shelve it after a few games.

45-64 Average. Nothing special, but games in this range may appeal to some people.

65-79 A good game, but flawed in some way.

80-89 Excellent but just not good enough to be a...

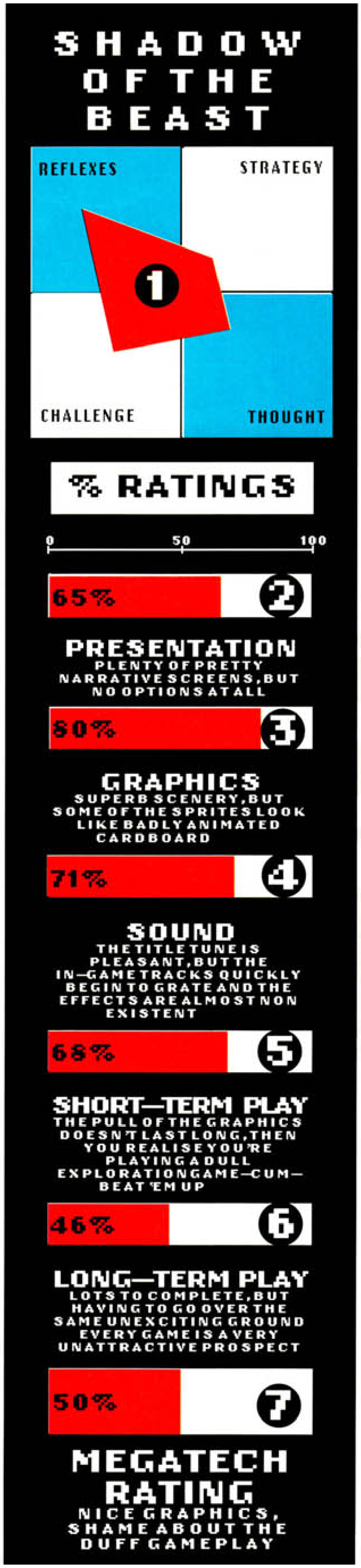
90+ Hyper Hyper! If a game scores this or higher it's a must buy.

ALTERNATIVELY

While most games are original in execution, their roots aren't. If you like the sound of a game that's got a not-so-hot review, or perhaps you've already got the game and are looking for something along the same lines, the Alternatively boxes will tell you what's best in that genre.

HYPER HYPER!

Only best games are Hyper Hyper. If you see one of the badges on a game you'd be a fool to miss it. Either that or skint.



SHADOW OF THE BEAST

% RATINGS

PRESENTATION
PLENTY OF PRETTY NARRATIVE SCREENS, BUT NO OPTIONS AT ALL

GRAPHICS
SUPERB SCENERY, BUT SOME OF THE SPRITES LOOK LIKE BADLY ANIMATED CARDBOARD

SOUND
THE TITLE TUNE IS PLEASANT, BUT THE IN-GAME TRACKS QUICKLY BEGIN TO GRATE AND THE EFFECTS ARE ALMOST NON EXISTENT

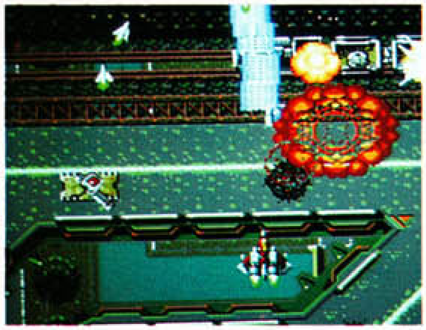
SHORT-TERM PLAY
THE PULL OF THE GRAPHICS DOESN'T LAST LONG, THEN YOU REALISE YOU'RE PLAYING A DULL EXPLORATION GAME-CUM-BEAT 'EM UP

LONG-TERM PLAY
LOTS TO COMPLETE, BUT HAVING TO GO OVER THE SAME UNEXCITING GROUND EVERY GAME IS A VERY UNATTRACTIVE PROSPECT

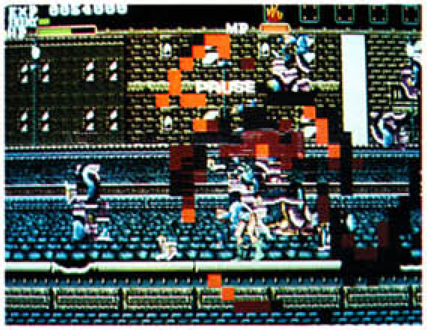
MEGATECH RATING
NICE GRAPHICS, SHAME ABOUT THE DUFF GAMEPLAY

! NEWS

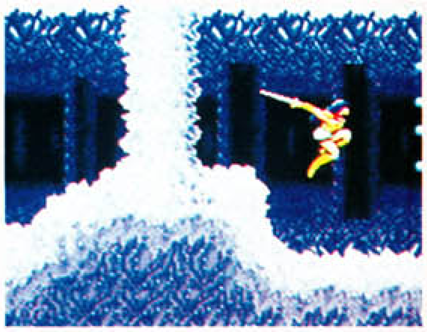
Ubisoft in exclusive Megadrive Game Import Deal Shocker!



Raiden Trad, a playable conversion of a rather old-fashioned up-the-screen arcade shooter.



Beat 'em up action on platforms in El Viento, an unusual but very playable comic licence.



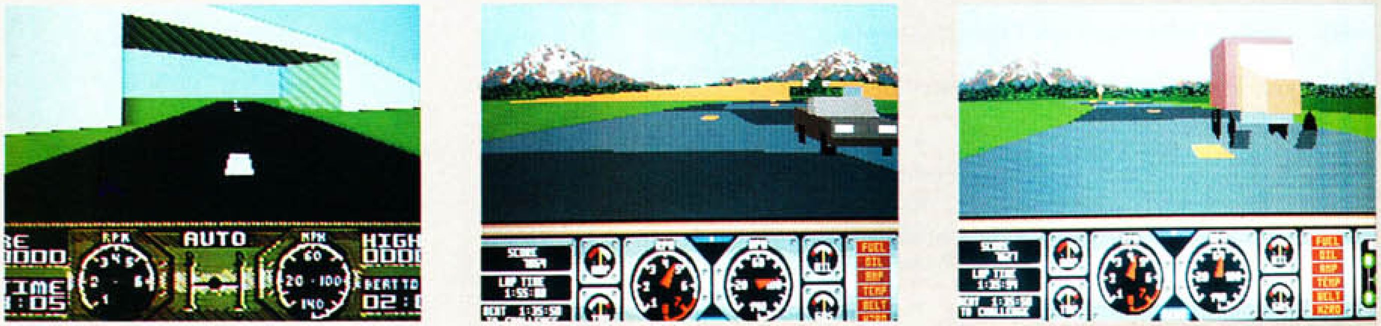
Slice up monsters in Syd of Valis, due for release in mid-December.

French software publisher UbiSoft have just announced a deal whereby they will be officially releasing titles from Renovation and Bignet, which were previously only available on import. Among the first batch of releases are Raiden Trad, Vapor Trail, Junction, El Viento, as well as Arcus Odyssey (reviewed on page 53). All of these should be available in your local game boutique as you read this, along with Master of Monsters, Heavy Nova and Beast Warriors.

UbiSoft hope to have 25 titles on the shelves by Christmas. Lined up for future release are Syd of Valis, Exile, Traysia, Valis, Solfeace and there are even some Mega-CD titles scheduled early next year, which will include the chain-swinging adventures of Earnest Evans. Watch out for more news and reviews next issue.

UbiSoft are also planning to release repackaged Japanese games, such as Gaiares and Granada X (reviewed on page 26) with translated instructions AND a Japanese-to-British cartridge converter in the box for £34.99–a bargain, especially considering the high quality of the games.

Hard Drivin' and Hard Fightin' from Tengen



Converted from the ST, hard Drivin' is set to hit the shelves this Christmas.

No Wonder

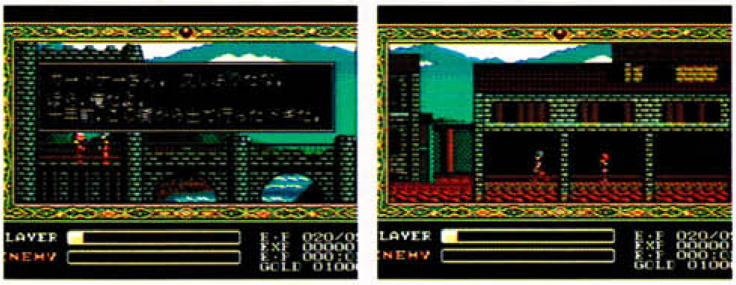
Tom-Tom's first Megadrive excursion (Wonderboy III) was a bit of a disappointment, and it looks like his latest adventure may cause some consternation for his British fans. Wonderboy V (in Monster World III) is one of that elite band of Megadrive cartridges which only runs on a Japanese SCART Megadrive, and even then the profusion of Japanese text makes it difficult to play. Mind you, it's even more difficult to play on an official machine, because it doesn't work at all.

Import Guarantees:
A Serious Message

Following the release of the very excellent Complete Guide to Megadrive (only a few copies left, order soon to avoid disappointment, etc), we've been asked to clarify a point made in The Complete Beginner's Guide to Megadrive feature. It seems some people didn't read it very carefully and somehow got the impression that any importer's guarantee was worthless. Of course, that's not the case and we're sorry if that confused anyone.

An Un-Y's Purchase

Alas, you RPG fans are going to have to wait a bit longer to play the Megadrive version of that top Master System role-player, Y'S. The latest instalment in the series, Y'S III - Wanderers of Y'S is packed with Japanese text which even a British Megadrive won't translate, so unless you know your Katakana from your Kenji it's completely unplayable. Pshaw!



Unless you're fluent in Jap, you'd better steer clear of Wanderers From Y's.

CHARTS

1 Quackshot
2 Mercs
3 Devil Crash
4 Bare Knuckle
5 Toejam And Earl
6 The Immortal
7 Road Rash
8 EA Ice Hockey
9 Shadow Of The Beast
10 Speedball 2

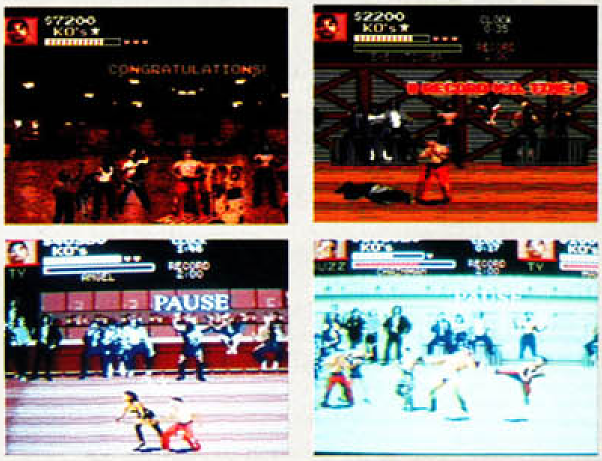
Donald's ruling the roost on Import, but Mercs, Devil Crash and The Immortal are joint-favourites to give him a stuffing and capture the number one slot.

This chart takes into account official releases as well as imports, and was supplied by Console Concepts.

Following on from Klax and PacMania (both reviewed this issue), Domark's next set of Tengen releases include Hard Drivin' and the long-awaited Pitfighter.

Hard Drivin' puts you at the wheel of a speedy motor on two test tracks. Motor round the loop-the-loop on the stunt track or just put your foot down on the speed circuit, but watch out for oncoming cars because a crash costs you precious time. The version being released is the same as the one available on import a while back, so if you didn't see it first time around be sure to check out the MEGATECH review in the next issue.

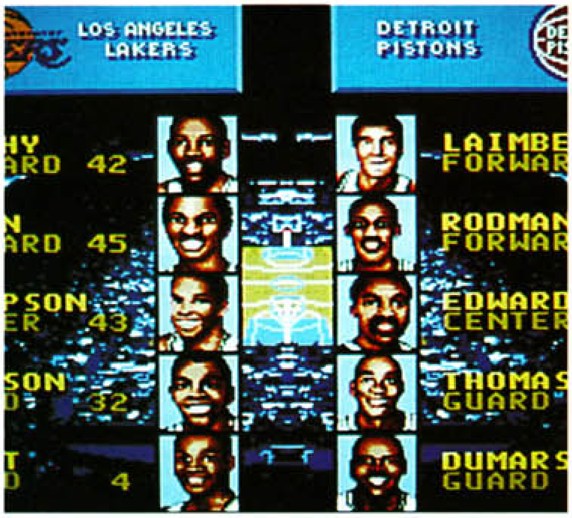
Pit Fighter is a conversion of the two-player Atari coin-op which featured digitised prizefighters thumping each other to bits. The coin-op did clever things such as zooming the screen in and out to give the best view of the two players, but this has had to be dropped for the Megadrive version simply because the programmers decided the machine couldn't handle it. Instead the screen shows the entire fight-pit and the fighter sprites have all been shrunk down to fit in. Apart from that, all of the coin-op's gameplay has been squeezed in–even the brutality bonus awarded to the fighter who kicks his opponent while he's down. Highly immoral, of course, but good fun. Again, review next month.



Pitfighter is the first beat 'em up to use digitised characters, could it set the pace for future combat games?

Lakers vs. Celtics Becomes EA Basketball

The problem with getting some big US sports personality to endorse your Genesis game in America is that by the time you get round to selling it to hick joints like Britain you either find that no-one has heard of your expensive personality, or you run into legal problems with the licence ("Shucks, buddy, you didn't pay for European rights.") The latter was the problem with EA's top basketball sim Lakers vs Celtics, so to save them further licensing fees they've simply renamed the game EA Basketball and are planning to release it some time next year. Like EA's other sports games, Basketball is a very realistic simulation of the sport with a fair bit of strategy bunged in, so needless to say, the basketball fans among us will find it a lot more interesting to play than Sega's Super Real Basketball. Watch out for more news early next year.



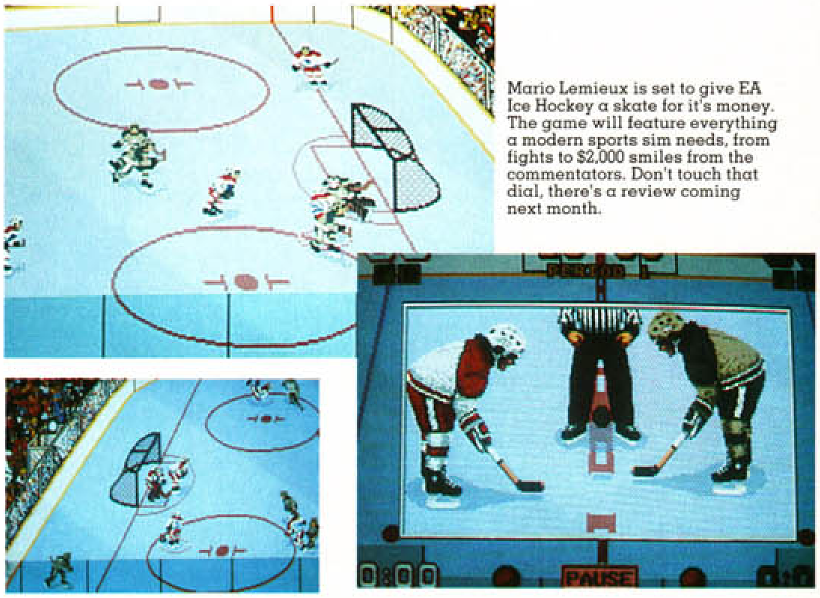
Megadrive Mario on Ice

"Now you can play Super Mario on your Genesis!" holler the American ads, not for a conversion of Nintendo's Super Mario Bros (doohh–as if!), but for Sega's Mario Lemieux Ice Hockey. Unfortunately, Sega Europe's Mr Sexy-who-lives-in-a-truck won't be able to use the same catchy line, mainly because nobody over here has heard of Mario Lemieux, so the game has been succinctly renamed "Sega Ice Hockey" for the European market.

Like Electronic Arts' EA Hockey, Sega Ice Hockey has all the features of the sport there, and, also like EA Hockey, the programmers have bunged in some beat 'em up violence for those violent rinkside episodes. From what we've seen of the game, it gives EA Hockey a good run for its money. Sega Ice Hockey is due out in March, at a price which has yet to be decided. Review next ish.

Wibble Wibble...I'm a Marble...EEP! Frooble...

Coming soon from EA is their conversion of the fabby old arcade classic, Marble Madness. Dribble your marble around surreal obstacles, malevolent vacuum cleaners and the deadly Black Marble to reach the end of six dangerous courses. A finished copy arrived just too late for a review in this issue, but... shh, c'mere, c'mere... seeing as it's you, we'll tell you that it is probably the best home conversion yet, with all the baddies and hazards of the arcade original, and even the secret level is in there. It'll be on the streets in January at the gorgeous knockdown price of £29.99, but don't tell them we told you.



Mario Lemieux is set to give EA Ice Hockey a skate for it's money. The game will feature everything a modern sports sim needs, from fights to $2,000 smiles from the commentators. Don't touch that dial, there's a review coming next month.

IT'S OFFICIAL: Sega's Next Batch of Releases Revealed

After being available for a while on import, that pair of really INCREDIBLE carts, Phelios and Burning Force are being officially released by Sega in December. Phelios is a jolly fantasy vertically-scrolling blaster on flying-horseback, while Burning Force is a Space Harrier-style shoot 'em up which rates an "OK" on the quality-ometer. Both are out in December priced £34.99. Also in December, Sega are unleashing Fire Shark (another upward-scrolly-blast which is not that exciting really) and Super Hydlide (even less exciting) for £34.99.

Further ahead, Golden Axe II and the Megadrive version of Fabtek's ape coin-op, Toki are both due out in January of '92. Toki looks great, but Golden Axe fans may be disappointed by how similar the sequel is to the original. January also sees the release of the Megadrive Turbo OutRun, of which we've seen little. Let's just hope it's better than the OutRun conversion, which, it has to be said, was a bit crappy.

Giving the crystal ball a really good rub we find that February's hot title will be Ninja Gaiden, a platform beat 'em up which looks a lot like the Shadow Warriors coin-op and has already appeared in various forms on other consoles. Watch out for more news in the very next issue of MegaTech.

TIME
SCORE 01072220
LAP 00'15"62
PAUSE
STAGE 3

Mirrorsoft Bouyant

Top Brit softco Mirrorsoft are getting ready to release a whole bunch of exciting new Megadrive titles onto an unsuspecting world. First on the list are Speedball II (very violent futuresport with fab graphics and gameplay to match), Xenon II (pretty blaster) and Back to the Future III (enjoyable multi-stage arcade adventure based on the movie). All three are conversions of top-selling Amiga games which they plan to knock out in December for £39.99.

To follow that, Mirrorsoft have got Predator 2 and Aliens 3, two more film licences which are already in production. Predator 2 is not a conversion of the dreary Operation Wolf-style Amiga game and is instead a more interesting arcade adventure with an isometric perspective look. Aliens 3 is set for release at about the same time as the film (which has just been rescheduled for Easter of '92) and features lots of xenomorph-zapping fun on an off-world prison colony. Sounds like right ripper fun to us.

Even Vinny Jones would have trouble terrorising the armour-plated opposition is speedball 2.

Xenon 2 comes complete with natty theme tune from Bomb The Bass.

Game Genie vs. Action Replay

Hot news from the States is that Camerica are bringing out a version of their controversial Game Genie game cracking cartridge for the Megadrive, and the word on the streets is that it will be arriving in Britain very soon. Like Datel's Action Replay cartridge, the Game Genie allows the player to make games easier by adding extra lives or infinite continues to whatever cartridge it's plugged into.

We call it controversial because when Camerica released the Nintendo version of the Game Genie, Nintendo tried to get a court injunction to prevent sales of the device on the grounds that it modified the code of games, which was legally theirs. The court's ruling went Camerica's way after the judge decided that the modifications were only temporary and it helped improve the player's enjoyment of the game anyway. In the light of that judgement, it seems unlikely that Sega (who have a reputation for being a rather more cuddly company) would try the same thing, so expect the Game Genie to appear in this country within the next few months. MegaTech, of course, will keep you posted.

HYPERLINES

BIG prizes to be won on the Mega Tech Hyperlines!

Welcome to the first MegaTech Hyperline! We're giving away more prizes than you could safely shake a joypad at, and as if that wasn't enough, there's a helpline packed with cheats for the latest games. All this is available just by dialing a single number, then choosing the line you want. It couldn't be easier, so get on the blower - NOW!

0839 500 807

LINE 1!
WIN A MEGA-CD!

Be the first on your block, not to mention one of the first in the country, to own a totally awesome Mega-CD! This incredible gadget is poised to revolutionise consoles, and this is your chance to own one.One CD can hold up to 660 times as much data as a normal 8-megabit cartridge. On top of that the machine contains an additional graphics processor which runs 50% faster than the one in the Megadrive. This means that ultra-complex routines such as sprite scaling and rotation can be performed at incredible speeds.

The Mega-CD also has 8-channel PCM sound, which is what you'd find in an arcade machine and because the games come on CD, they incorporate orchestrally-recorded soundtracks! So no more dodgy samples, you'll be able to hear the real thing!

LINE 2!
WIN A STEREO MONITOR WORTH £300!

If you're cheesed off with fuzzy graphics and barely audible sound, you could do with a new TV! We're giving away a smart stereo monitor, complete with SCART lead so you can hook it up to your Megadrive for perfect pictures and super music and effects in both ears at the same time.

LINE 3!
WIN £200's WORTH OF SOFTWARE!

That's right - enough games to keep your joypad arm hyperactive for months! Just answer a few simple questions and 200 knicker's worth of gear could be yours. And these aren't just any crappy old games - you get to choose the titles. So get dialing!

LINE 4
THE HYPER TECHNIQUE LINE!

Fear not adventurer, for the Hyper Technique Line is here! Stuffed to its very sizeable brim with cheats and tips for the all the latest games, it's your chance to get a load of the stuff we'll be printing in the next issue's Technique Zone - more than a month early! So what are you waiting for?

If you're under 18 make sure you OK things with your parents before you call us. You can still ask them if you're over 18, but you're old enough to be sneaky. Calls are charged at 36p per minute off peak, and 48p per minute at peak times.

SHEKHANA CONSOLES

SHEKHANA HAVE BEEN ESTABLISHED SINCE 1978. WE ARE THE OLDEST ESTABLISHED COMPANY IN C&VG, HAVING BEEN ADVERTISING EVERY MONTH SINCE 1984. DON'T BE LET DOWN THIS YEAR OUR PAST HISTORY IS OUR GUARANTEE.

081-340 8565

MERRY CHRISTMAS TO ALL OUR CUSTOMERS

★★NINTENDO FAMICOM★★

Famicom - Scart - VR3	199.99
Famicom Scart + 2 Games	279.99
Famicom Pal I - VR.3	224.99
Famicom Pal I + 2 Games	299.99
(any 2 games up to £45 each)	
Famicom Scart version 3. + Sony TV/Monitor or Philips 8833 MK11 Monitor	449.99
Scart Lead External	29.99
Audio Lead	19.99
Control Pad	9.99
Philips 8833 MK11/1084 Lead	19.99
J.B. King Joystick	69.99
Autofire controller	19.99
Autofire Pad	19.99
USA Games Adaptor	29.99
* Actraiser	39.99
* Baseball	44.99
Big Run	44.99
Drakkhen - USA Only	49.99
Caveman Ninja	P.O.A

Castlevania 4	P.O.A
Darius Twin	44.99
Dodgeball	44.99
* F-Zero	39.99
* Final Fight	44.99
Geoman Warrior	44.99
Ghouls & Ghost - Aval Now	49.99
* Gradius III	39.99
Hyperball	44.99
Jerry Boy	44.99
Joe &Mac	49.99
* Pilot Wing	44.99
* Populous	44.99
* R-Type	44.99
* Sim City	44.99
Super E.D.S	44.99
Super Mario 4	44.99
Pro Soccer - Kick Off	39.99
Super Tennis	44.99
* UN Squadron	44.99
* AVAILABLE IN USA VERSION.	49.99

AVAILABLE NOW FAMICOM VERSION.3 FOR IMPROVED DEFINATION AND QUALITY PICTURE. PLEASE NOTE VERSION.3 FAMICOMS ARE NOT AVAILABLE AT ANY OTHER OUTLETS, IT IS ONLY AVAILABLE EXCLUSIVE TO SHEKHANA

★★NINTENDO GAMEBOY★★

GAMEBOY + BATTERIES + HEADPHONES + FREE PROTECTOR

£59.99

AS ABOVE + ANY GAME YOU LIKE + GAMEBOY PROTECTOR

ONLY £79.99

GAMEBOY DELUXE SET + FREE PROTECTOR
INC TETRIS + 2 PLAYER LEAD

£69.99

2 - Player Cable	9.99
AC/DC Power Supply	9.99
Battery Recharger Pack	26.99
Gameboy Protector	9.99
Case Boy (Hard)	12.99
Leather Case	19.99
Repacement Lens	4.99

Replacement Joystick	4.99
Amplifier	9.99
Large Carry all Case	19.99
Light Boy (Mag + Light)	19.99
G.Boy Pouch	10.99
Tote Hard Case	14.99

Baseball, Batman, Bill and Ted, Boomers Adventure, Bubble Bobble, Bubble Ghost, Castelvania II, Cattrap, Daedalian Opus, Dragons Lair, Duck Tales, F1 Racer , Gauntlet II, Hal Wrestling, In Your Face, Kung Fu Master, Mercenary Force, Mickey Mouse, Ninja Boy, Operation Contra, Paperboy, Pipedream, Princes Blobette, Robocop, R-Type, Sneaky Snakes, Turtles, WWf Wrestling

Ring for further titles

ALL ABOVE HAVE ENGLISH INSTRUCTIONS
ALL £24.99 EACH, ANY 2 FOR £45.00, ANY THREE FOR £65.00
JAPANESE GAMES AVAILABLE

★★ATARI LYNX★★

Lynx System II	84.99
Ninja Gaiden	29.99
Warbirds	29.99
Pacland	29.99

Viking Child	29.99
Chequered Flag	29.99
Turbo Sub	29.99
Battery Recharger Pack	49.99

★★NEO - GEO★★

Neo - Geo Complete System Scart of AV Pal I System.	349.99
Control Stick	49.99
Software from	99.99

★★SEGA MEGADRIVE★★
★★IMPORTED VERSION★★

OFFER ONE

MEGADRIVE + CONTROL PAD + POWER SUPPLY UNIT

★★£109.99★★

OFFER TWO

SEGA MEGADRIVE + PAD + PSU + ANY TWO JAPANESE GAMES UP TO THE VALUE OF £24.99 + MEGADRIVE CONVERTOR WORTH £9.99

★★£149.99★★ SAVE £30

★★ABOVE OFFERS ARE FOR THE XMAS PERIOD ONLY★★

U.K. Official Megadrive	124.99
Arcade Power Stick	39.99
Control Pad	12.99
Megadrive Convertor	9.99

CD Rom Available Soon

SOFTWARE	JAP VERSION	UK VERSION
Airwolf	24.99	-
Alien Storm	29.99	34.99
Altered Beast	24.99	34.99
Bare Knuckles	39.99	39.99
Blockout	-	19.99
Buster Douglas Boxing	-	34.99
Crackdown	24.99	34.99
Curse	24.99	-
Darius II	34.99	-
Degap Attack	-	36.99
Devil Crush	34.99	-
Dynamite Duke	24.99	34.99
D.J Boy	24.99	29.99
El Viento	34.99	-
Eswat	24.99	29.99
E.A Ice Hockey	- -	34.99
F22 Interceptor	-	34.99
Gairies	29.99	-
Ghouls + Ghosts	34.99	39.99
Ghostbusters	24.99	-
Golden Axe	29.99	29.99

	JAP VERSION	UK VERSION
Hardball	-	24.99
Immortal	-	34.99
Insector X	24.99	-
Ka Ge Ki	29.99	-
Last Battle	24.99	29.99
Legend of Riden	29.99	-
Marble Land	29.99	-
Mercs	34.99	-
Mickey Mouse	24.99	34.99
Moonwalker	24.99	29.99
Outrun	34.99	-
PGA Golf	-	34.99
Phantasy Star III	-	49.99
Rastan Saga 2	24.99	-
Road Rash	-	34.99
Saint Sword	29.99	39.99
Shining + Darkness	-	49.99
Sonic Hedgehog	29.99	34.99
Strider	29.99	39.99
Sword of Sodan	-	24.99
Toe Jam & Earl	-	31.99
Wrestle War	34.99	34.99
Zany Golf	-	24.99

★★SEGA GAMEGEAR★★

GAMEGEAR SYSTEM PLUS
FREE PROTECTOR WORTH £9.99

£99.99

GAMEGEAR + ANY GAME

£119.99

GAMEGEAR ADAPTOR
★★AVAILABLE NOW★★

LETS YOU RUN MASTER SYSTEM GAMES ON YOUR GAMEGEAR £24.99

AC/DC Power Supply	9.99
Battery Pack	39.99
G.Gear Protector	9.99
2-Player Cable	9.99
G.G Carry Case	19.99
G.G Deluxe Case	24.99
Widegear - Glass	14.99
Widegear - Plastic	10.99
Dragon Crystal	24.99
Factory Panic	24.99
Fantasy Zone	24.99
Galaga	24.99
G-Loc	24.99
Joe Montana	24.99

Leaderboard	24.99
Mickey Mouse	24.99
Ninja Gaiden	24.99
Outrun	24.99
Pacman	24.99
Putter Golf	19.99
Rastan Saga	24.99
Sninobi	24.99
Strider	24.99
Solotaire	24.99
Space Harrier	24.99
Wonder Boy	24.99
Woody Pop	24.99

★★PC ENGINE★★

PC ENGINE - CORE GRAFF PAL I VERSION	**£139.99**
PC ENGINE PORTABLE GT	**£199.99**

RING FOR SOFTWARE

RETAIL STORE/MAIL ORDER INFORMATION

RETAIL STORE: 2, GLADSTONE HOUSE, HIGH ROAD, WOOD GREEN N22 0AA (Corner of Gladstone Ave) (100 yards Wood Green Tube Stn) (On Piccidilly Line) Tel: 081 889 9412 Fax: 081 889 9413.

257/259 TOTTENHAM COURT ROAD,
LONDON W1 9AB.
TEL: 071 631 4627

ABOVE PRICES ARE MAIL ORDER ONLY.
MAIL ORDER: CHEQUE/P.O TO: SCS (CVG), 655 GREEN LANES, LONDON N8 0QY. TEL: 081 340 8565

P&P ADD 75P FOR SOFTWARE, £5 FOR MACHINES. 3-5 DAYS, NEXT DAY £10. TRADE ENQUIRIES WELCOME. WE RESERVE THE RIGHT TO CHANGE OUR PRICES WITHOUT PRIOR NOTICE. E&OE.

JOHN M

FOOT

'9

BY ELECTRONIC ARTS
PRICE: £39.99
FORMAT: 4M-BIT ROM
PLAYERS: 1-2
GAMETYPE: SPORTS
CONTINUES: N/A
SKILL SETTINGS: 1
RESPONSE: ACE

Improving on a classic is a difficult as climbing Everest in your boxer shorts while singing Abba's Dancing Queen - backwards - but, it has been done. Not the Abba thing, but John Madden Football, the greatest American football sim ever to grace a computer, has been bettered by its sequel.

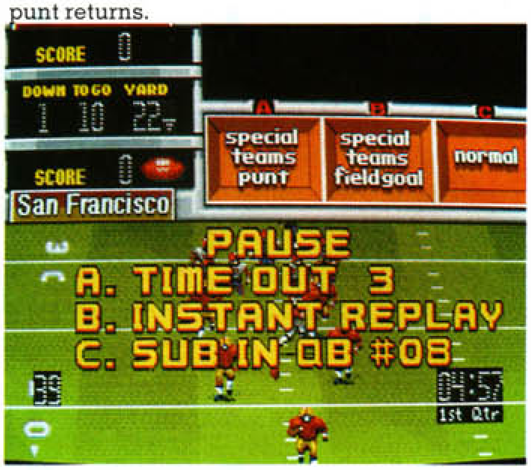
Madden caused quite a stir when it was released last year. Its combination of arcade-style action and in-depth strategy proved a hit with Megadrive owners, whether they were American football fans or not.

The sequel retains many of the original game's features. Play is viewed from behind the attacking team, so the defenders always appear to run downfield. A vast array of plays can be chosen via a user-friendly menu system, and a clever system of windows is used to help you pin-point the players you're passing to.

ADDEN ★
BALL
2 ★

RULES IS RULES

An American Football team is actually made up from three squads, the offense, defence and the special team. When the team has possession the offense comes on, and the defence take over when the other team has the ball. The special team are used for kicks and punt returns.



The kicking team can be brought on any time during an attack.

The object of the game is for the offense to move the ball more the ten yards in four attempts, called downs, and ultimately get it into the other team's end zone. It does sound easy, but when they're faced with a defence weighing several tons, it's a different story. There are loads of rules concerning pulling face masks, moving past the offensive and defensive lines before the ball is played, and what parts of a person have to hit the ground for a pass reception to be legal.

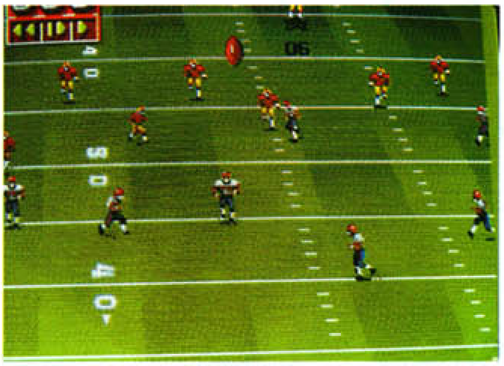
TACTIC TECHNIQUES

As quarterback of your team, it's down to you to call the plays. To American Footy illiterate this means choosing a set piece move before a down is played.

First you choose the general set-up of the players, where they start and where they should be once the ball is in play. If you plan a passing move, you'll want to have both your receivers running upfield, or on a running play you'll need to have your blockers pushing forwards.

The plays have elaborate names such as Blitz and Shotgun, with the majority of them applying to the usual passing and running games. There are a few special plays that are useful for getting out of corners. If you choose a Hail Mary, your receivers and running backs sprint up field and it's down to the quarterback to lob the ball as far up-field as possible, with the hope of pulling off a massive pass. Another is a fake punt. This pulls on your kicking team, but instead of punting the ball up-field it goes to a running back who tries to scramble towards the down line.

STAT MAN



John Madden '92 has a huge choice of teams to play against. Each of these is modeled on the performances of the corresponding real-life team. This means that you can actually play your favourite quarterback and there's a team to suit everyone's playing style.

The stats are broken down in categories such as strength, passing ability and speed. Because the teams vary so much, a balanced squad is better in the long run than one that is exceptionally strong in only a few areas.

TWO'S COMPANY

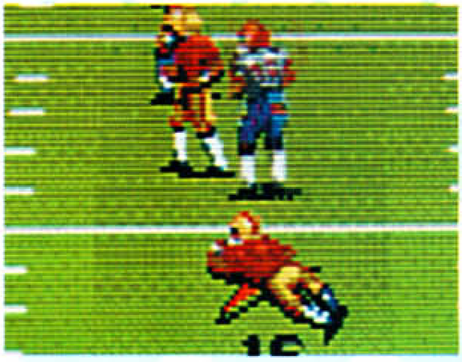
If you have two joypads and a mate you can try out the two two-player modes. One is a straight player vs player job, while the other has both you and your buddy pitted against the Megadrive. This can lead to some exciting moves that would be otherwise impossible with one player.

★★★★★

STUNNING PUNT

The computer opponent knows its game. It uses complex artificial intelligence routines to prevent it being tricked by players using the same play over and over again. It also prevents plays such as a fake punt on the first down, fooling the CPU.

RAINY DAZE



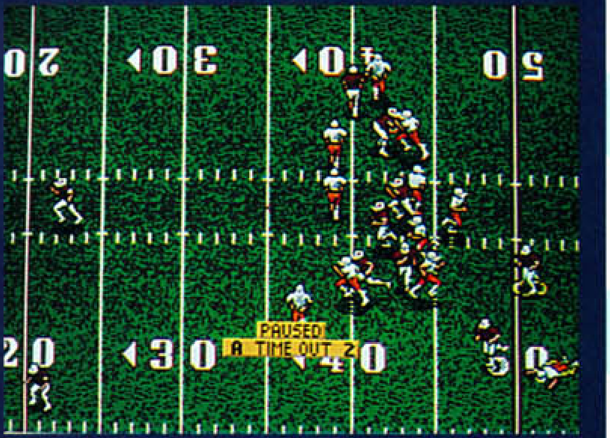
There's nothing like a spot of rain to bring a running back sliding to the ground. Luckily there's a set of options that let you adjust the weather to your own taste.

Snow is the most difficult condition to play in. Players slide around, slip over and miss passes. Protection against the elements is provided by domed arenas, although only few teams have these.

WRITTEN BY...

John Madden's '92 was programmed by the man who brought us the first Madden game, Jim Simmons. He's also the brains behind EA's other fantastic American sports sim - EA Ice Hockey, which was produced under the name Park Place Productions. The sound and music has again been produced by Rob Hubbard. So now you know.

ALTERNATIVELY



TITLE: JOE MONTANA SPORTS TALK FOOTBALL

PRICE: TBA

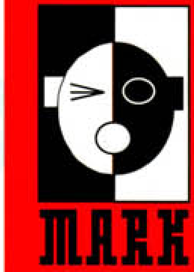
BY: SEGA

The only Megadrive gridiron game which is different enough from JM '92 to be worth considering, thanks mainly to the amazing spoken commentary which runs throughout the game. A full review of Sports Talk Football can be found on page 16.

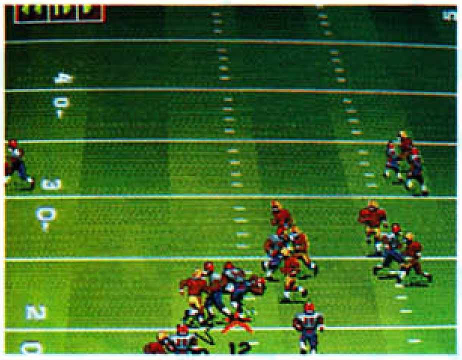
MEGATECH RATING: 90%

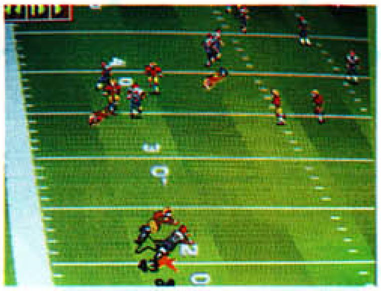
PAUSE
B. INSTANT REPL

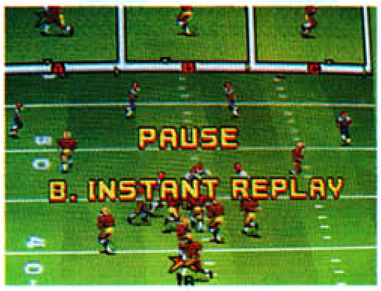
MARK'S COMMENT



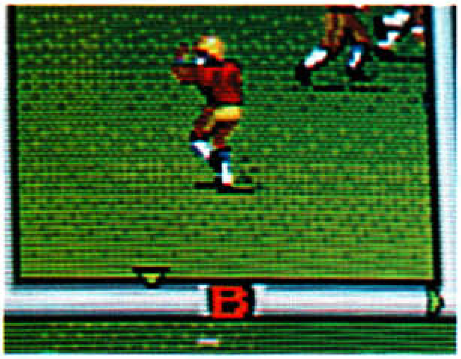
Despite the improvements, JM 92 is very similar to the original, so if you bought the first, beware. However, the new intelligence routines make the sequel a lot tougher (you can't keep using the same play without the computer sussing) and the new features are excellent. I really like the enhanced animation of the players, and the addition of fouls and injuries makes for a far more violent game. The two players on one team mode is excellent, partly because of the usual interaction excitement, but mainly because you can accuse your partner of costing you the match if you lose. If you don't own the original Madden's, you have to get a copy of this. It's one of the best console games ever, ever, ever, and it will be a long time before it's bettered.



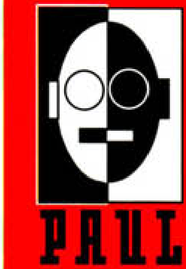




The three windows at the top of the screen are used to pinpoint the position of the running-backs and tight-ends.

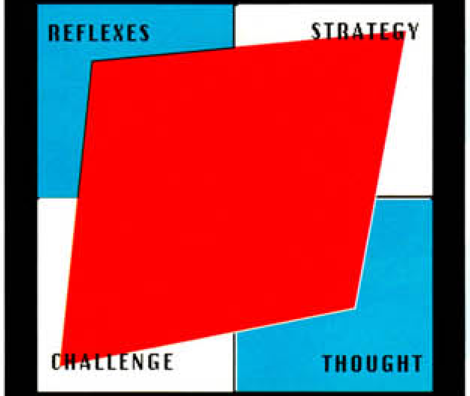


PAUL'S COMMENT



When EA took on the task of bettering John Madden's Football, I thought they had bitten off more than even they could chew, but gag me with a spoon, they've gone and done it! John Madden's '92 features still more depth than the original, with fouls, replays, substitutions and injuries, and more plays! The graphics have also been improved, with loads more gratuitous touches of animation, and even faster scrolling. The game also features much more of a challenge than the original - you're not going to win the playoffs overnight anymore! John Madden's '92 has improved over every aspect of the its predecessor, which makes it one of the greatest console games ever.

JOHN MADDEN 92



% RATINGS

0 50 100

90%

PRESENTATION

LOADS OF OPTIONS TO CHANGE PITCHES, WEATHER CONDITIONS AND PLAYING STYLES

95%

GRAPHICS

THE SPRITES ARE SAMEY, BUT THE ANIMATION AND PARALLAX SCROLLING ARE BOTH AWESOME

93%

SOUND

THERE'S A FAB ROB HUBBARD TUNE AS WELL AS THUMPS AND GROANS, CHEERS AND SPEECH

89%

SHORT—TERM PLAY

NEW PLAYERS MAY FIND IT TRICKY TO GET TO GRIPS WITH

96%

LONG—TERM PLAY

YOU'LL STICK TO THIS LIKEGUM STICKS TO THE SOLE OF YOUR SHOE. THE TWO—UP MODES ARE SUPERB

95%

MEGATECH RATING

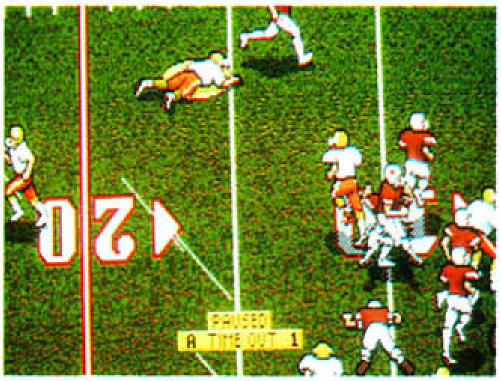
SURPASSES THE ORIGINAL JOHN MADDEN GAME AS THE BEST AMERICAN FOOTY GAME ANYWHERE.

JOE MON
SPORTS TAL

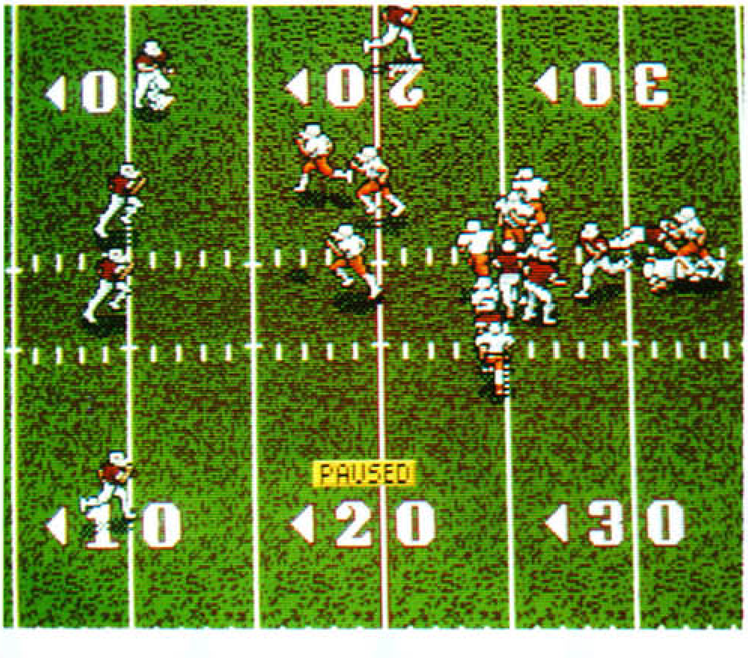
- BY SEGA
- PRICE: £39.99
- FORMAT: 8M-BIT ROM
- PLAYERS: 1-2
- GAMETYPE: SPORTS
- CONTINUES: N/A
- SKILL SETTINGS: 1
- RESPONSE: GOOD

Sega have unveiled their challenger in the battle of the American Football game sequels. Going head-to-head with John Madden's Football '92 is Joe Montana's Sports Talk Football, a game that revolutionises sports simulations.

It's the first video game to feature a true spoken commentary throughout the game, rather than just short and limited quips at certain situations. The voice is reminiscent of the smarmy sports-jacketed American pundits who appear on Channel 4's American Football show, and features the same smart-ass comments you'd expect from real commentators.

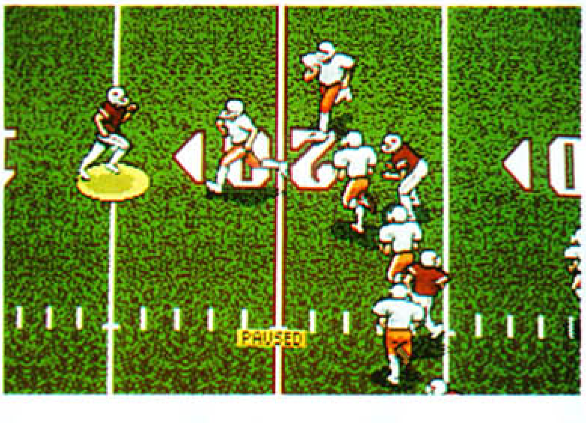


Sports Talk isn't a John Madden's derivative like its predecessor. It adopts a side-on view of a large section of the pitch rather than a 3D up-the-pitch perspective and utilises a zoom-in display on the ball-carrier when a play gets underway. There are four levels of play, to cater for novices as well as experts, and there is a huge variety of teams to choose from.



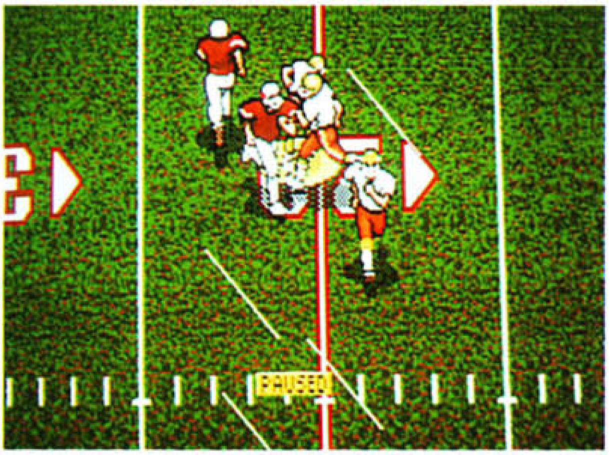
SNAP SHOT

The graphics start off small when both teams face off at the start of a play. Once the ball is passed or handed off, the screen zooms in on the ball carrier. Although this makes the action more realistic, it means that a lot less of the screen can be seen at one time, making it harder to plan your runs.



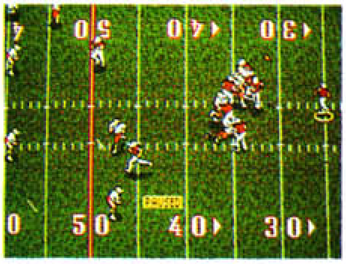
TANA 2
K FOOTBALL

MORE THAN WORDS



Sports Talk is the first ever game that actually provides a proper running commentary. A great many games have the occasional sampled word or sentence, but this has a massive 150-phrase plus vocabulary which is cleverly strung together to form long sentences. Occasionally this leads to some broken-sounding statements, but there's so much speech that this is easily overlooked. Everything from the score and yardage gained to general comments on the way the game is going is included. If you try an unlikely play such as a fake punt on the first down, the commentator exclaims his disbelief. Likewise, if you pull off a spectacular run, his excitement builds as you make serious yardage!

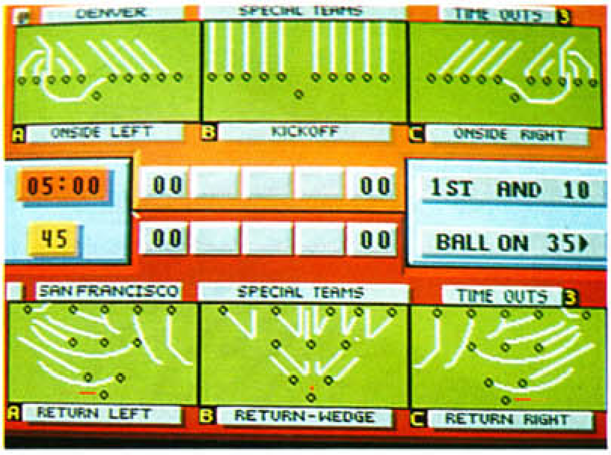
PASS THE BUCK



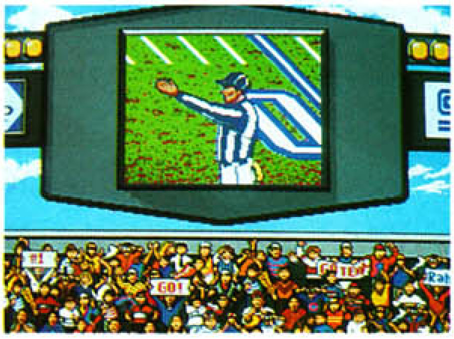
The receivers are controlled by the computer while the player has control of the quarterback, but as soon as the ball is passed, the player gains control of the intended receiver and has to catch and run with the ball. A cursor shows the point where the ball has been thrown, and the receiver must be there to make a successful catch.

PLAY IT UP

Choosing plays in Sports Talk is done in a similar way to the now-traditional system featured in John Madden's. A selection of three plays appear in windows on the screen and any one can be chosen with the corresponding fire button. It is also possible to cycle through a wider selection of plays using the D button.

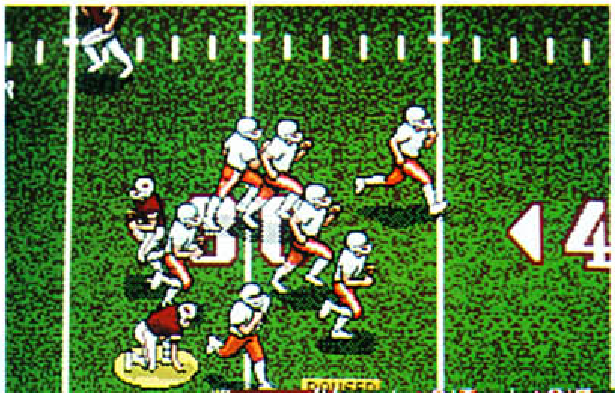

DENVER
SPECIAL TEAMS
TIME OUTS 3
A ONSIDE LEFT
B KICKOFF
C ONSIDE RIGHT
05:00
00
00
1ST AND 10
45
00
00
BALL ON 35
SAN FRANCISCO
SPECIAL TEAMS
TIME OUTS 3
A RETURN LEFT
B RETURN-WEDGE
C RETURN RIGHT

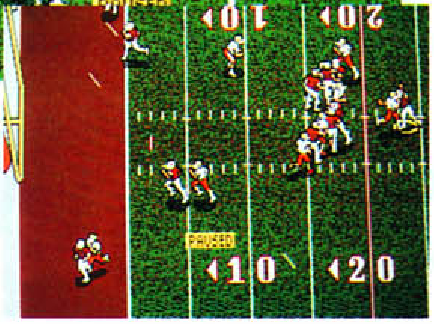
SONIC THE QUARTERBACK



Every time a turnover occurs, a pass is intercepted or play is interrupted for any reason other than a standard down, a video-screen displays a close-up of the referee waving his arms to signal the event in true NFL style. Should the home team score, Sonic puts in an appearance, waving the pennant of the scoring side!

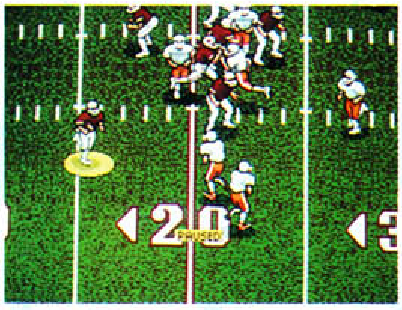
MADDEN VS MONTANA: THE PLAY-OFFS





Beating John Madden's Football '92 was always a nigh on impossible task, but Sega have managed to go around the problem by creating a completely different style of game. Sport Talk is more of a showpiece program, something to stun friends with (especially Amiga owners). It's a fun, playable game that's more arcade-style than true simulation, and is simplistic in its execution. That's not to say it lacks challenge, but at the end of the day its slightly more fun approach and general ease-of-use means that it's more suited to Megadrive players in general than American Football addicts. John Madden Football '92 is a true simulation of the sport; stunning in execution and a dream to play. Sports Talk might be an impressive program, but when the two are compared, John Madden's is the one to buy.

TWO-PLAYER MODE



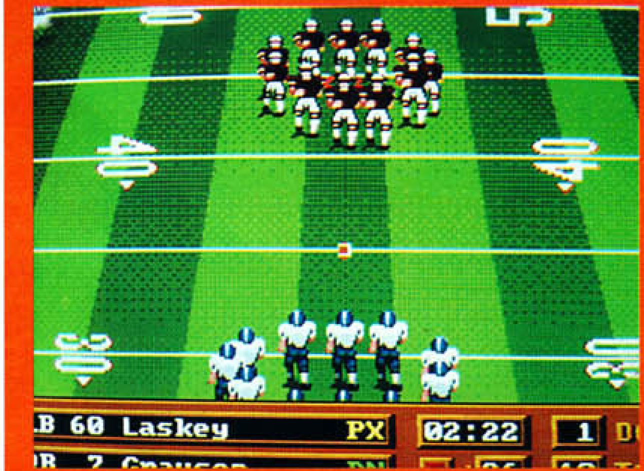
Two people can play simultaneously either on the same team or head-to-head, a feature which John Madden's Football '92 also has.

ALTERNATIVELY

TITLE: MIKE DITKA'S POWER FOOTBALL

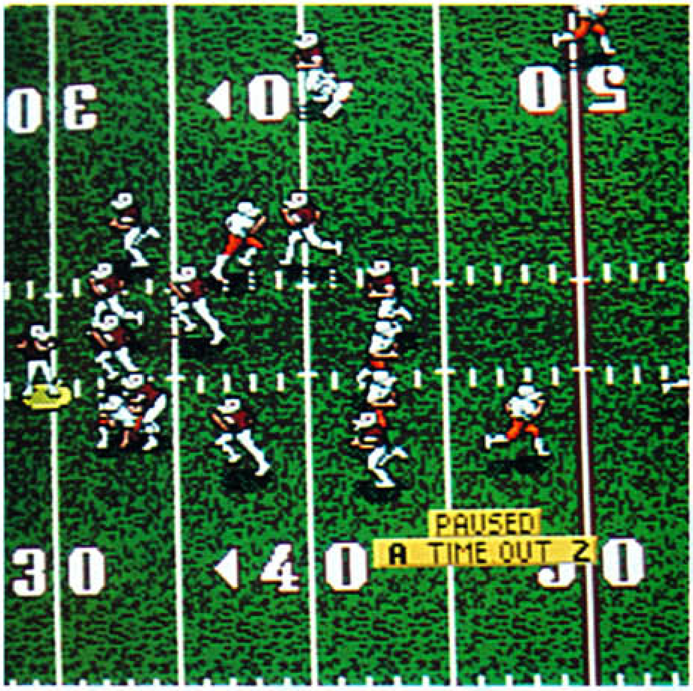
PRICE: £39.99

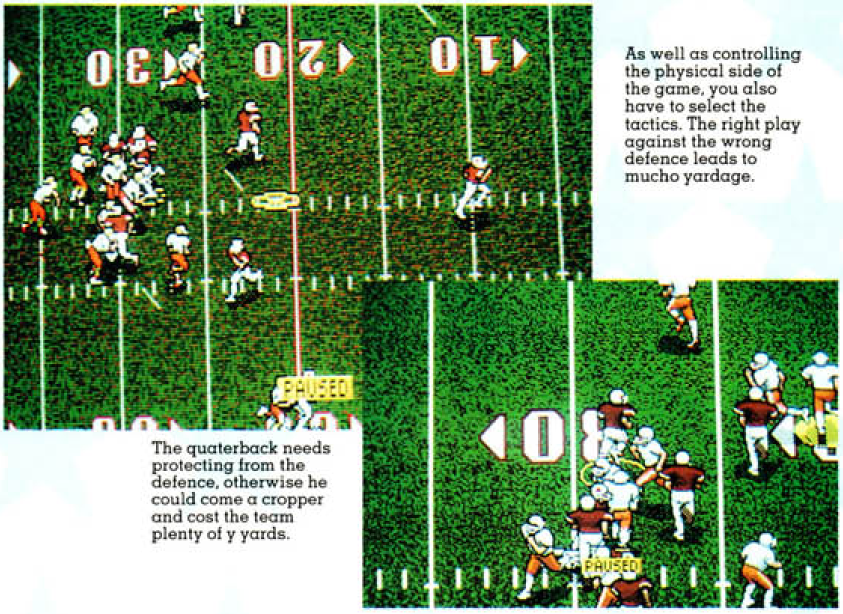
BY: ACCOLADE



It looks like a cross between the original Joe Montana Football and John Madden's Football, but plays nothing like either. Accolade's attempt at a footy game isn't a bad one, but it simply doesn't match up to the competition. There are plenty of digitised sound effects and a neat menu system, but the gameplay is too limited and simplistic to make it a worthwhile purchase.

MEGATECH RATING: 72%





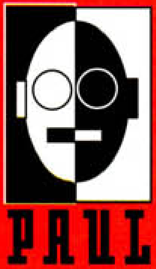
As well as controlling the physical side of the game, you also have to select the tactics. The right play against the wrong defence leads to mucho yardage.

The quaterback needs protecting from the defence, otherwise he could come a cropper and cost the team plenty of y yards.

MARK'S COMMENT

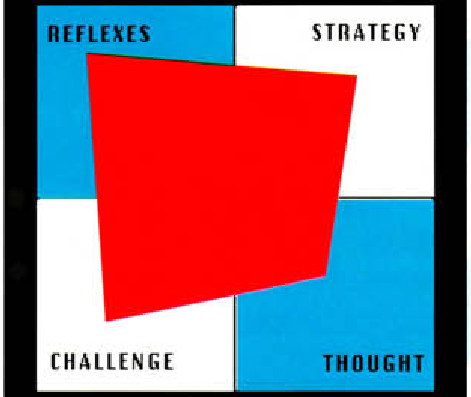
Being an avid supporter of one of the poorest teams in the NFL, the Phoenix Cardinals, I'm a big fan of any American Football game that lets me avenge the Cardinals' last defeat. Sports Talk goes some way to satisfying my bloodlust, but it lacks long-term addiction and variety due to the fact that you don't seem to have enough control over the plays. It's certainly an impressive game to see and hear, with superb speech (so good, in fact it almost compensates for the lack of gameplay) and neat graphics. I like the close-up view when the player catches the ball, although so little of the screen is visible that it's all too easy to run into an opponent before you even start to get anywhere. Sports Talk is a respectable, not to mention novel game, but if you ignore the speech and compare this on gameplay terms with John Madden's Football '92, this doesn't even come close.

PAUL'S COMMENT



The original Joe Montana was little more than an inferior John Madden clone, meaning it was never really worth purchasing. Joe Montana's Sports Talk Football, however, attempts to break the hold Madden has on the Megadrive American football market by doing something a bit different. True, the speech in this game is stunning (the best speech ever heard on any console in fact) and true, the graphical style is innovative and separates the game from the other Madden clones, but of course this is worth nothing if it doesn't play well. And when it comes down to it, while the gameplay never really lives up to the standard of the speech, it would be unfair to say that Sports Talk is a bad game. There are fewer options and moves than John Madden's Football '92 and the on-screen players are capable of much less, but the whole thing has a good feel to it and it's certainly enjoyable. It's more of an arcade game than a simulation, and while the novelty of the speech will eventually wear thin, Sports Talk Football is certainly different enough to John Madden to make it worthy of purchase - providing you like American football that much!

JOE MONTANA 2



% RATINGS

0 50 100

91%

PRESENTATION

A DECENT TITLE SCREEN, HEAPS OF STATS, LOTS OF INTERMISSIONS AND LOADS OF OPTIONS TO PLAY WITH

81%

GRAPHICS

IMPRESSIVE SPRITES AND ANIMATION IN ZOOM MODE, BUT THE REMOTE-VIEW SPRITES ARE SAD

96%

SOUND

THE MUSIC IS POOR, BUT THE SPEECH IS THE BEST YET HEARD ON A VIDEO GAME

80%

SHORT—TERM PLAY

VERY EASY TO GET INTO, AND A BUCKETLOAD OF FUN

72%

LONG—TERM PLAY

LACKING SUFFICIENT VARIETY AND PLAYS TO KEEP ARDENT AMERICAN FOOTBALL FANS GLUED TO THEIR SEATS FOR LONG

80%

MEGATECH RATING

AN ORIGINAL TITLE WITH ENOUGH PLAYABILITY TO MAKE IT MORE THAN JUST A SHOWPIECE PROGRAM

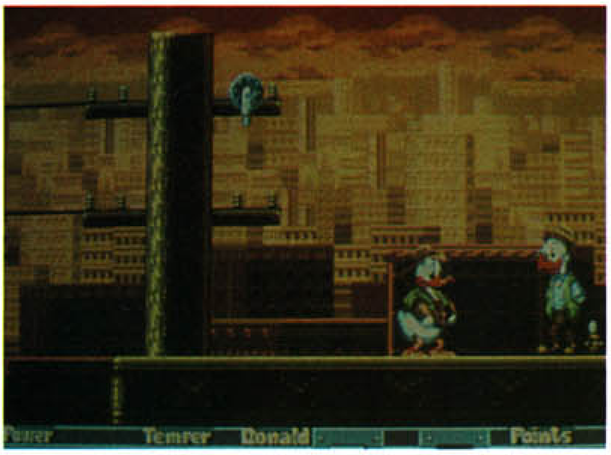
QUACKSHOT

BY SEGA
PRICE: £39.99
FORMAT: 8M-BIT ROM
PLAYERS: 1
GAMETYPE: ADVENTURE
CONTINUES: UNLIMITED
SKILL SETTINGS: 1
RESPONSE: AVERAGE/POOR

SEGA'S THIRD DISNEY-LICENSED GAME MOVES AWAY FROM MICKEY MOUSE, THE STAR OF THE PREVIOUS TWO, IN FAVOUR OF HIS OCCASIONAL CO-STAR DONALD DUCK.

WHILE VISITING HIS RICH UNCLE SCROOGE DONALD HAS COME ACROSS THE LOST TREASURE MAP OF KING GARUZIA, DETAILING THE LOCATION OF HIS MOST PRIZED POSSESSION. NOT BEING THE KIND OF DUCK TO LET A LOST FORTUNE LIE, DONALD HAS SET OUT TO RECOVER IT. BUT, UNBEKNOWNST TO HIM, BIG BAD PETE AND THE DUCKY GANG ARE ON THE SAME TREASURE TRAIL, AND ARE DETERMINED TO STOP OUR FOWL FRIEND REACHING HIS GOAL.

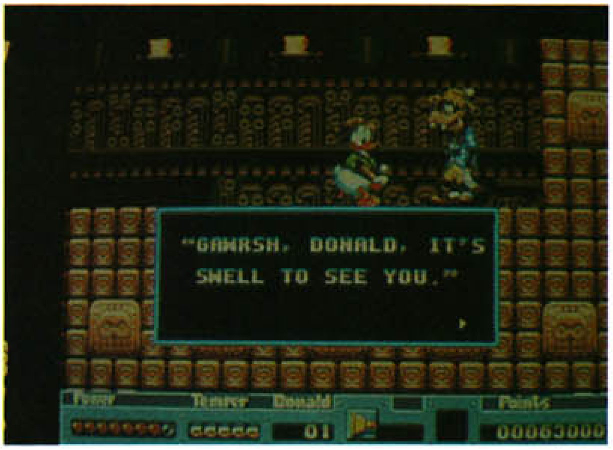
DONALD'S ONLY FORM OF DEFENCE IS HIS GUN, WHICH, STRANGELY, FIRES PARALYSING PLUNGERS, BUT CAN ALSO BE LOADED WITH POPCORN (FOR MULTI-DIRECTIONAL FIRE), AND EXPLODING BUBBLE GUM (WHICH BLASTS WALLS DOWN). HE USUALLY FINDS ONE OF HIS CARTOON BUDDIES AT THE END OF A STAGE TO EITHER REPLENISH HIS SUPPLY OF AMMUNITION OR GIVE HIM A NEW WEAPON.



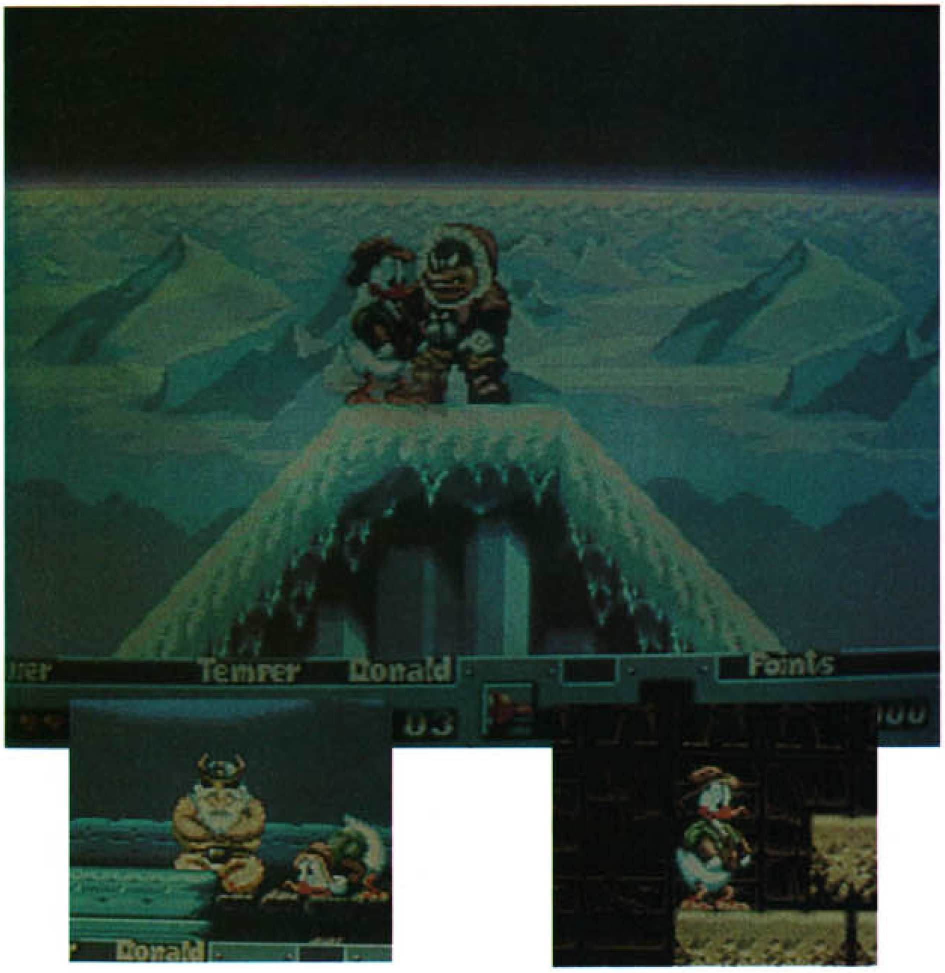
DONALD GOES QUACKERS!

DONALD HAS A TEMPER RIVALED ONLY BY A POOLS WINNER WHO FORGOT TO POST THEIR COUPON. IN DONALD'S CASE IT'S CHILLI PEPPERS THAT TRIGGER HIS RED-HOT RAGE. IF HE EATS FIVE HE GOES INTO ONE OF HIS CLASSIC FITS AND WHILE IT LASTS HE'S LETHAL TO ANYTHING HE TOUCHES, AS WELL AS IMMUNE TO ALMOST EVERY HAZARD.

CO-STARRING...


"GAWRSH, DONALD, IT'S SWELL TO SEE YOU."

DONALD DUCK ISN'T THE ONLY DISNEY STAR TO APPEAR IN QUACKSHOT. THE GAME FEATURES MOST OF DONALD'S CARTOON MATES, SUCH AS GYRO GEARLOOSE, GOOFY, HIS NEPHEWS, HUEY, DEWEY AND LOUIE AND IF YOU LOOK CAREFULLY YOU'LL SEE A MICKEY MOUSE BLIMP FLOATING BY IN THE BACKGROUND IN DUCKBURG. COR, HECK, ETC.



PASSPORTS PLEASE!

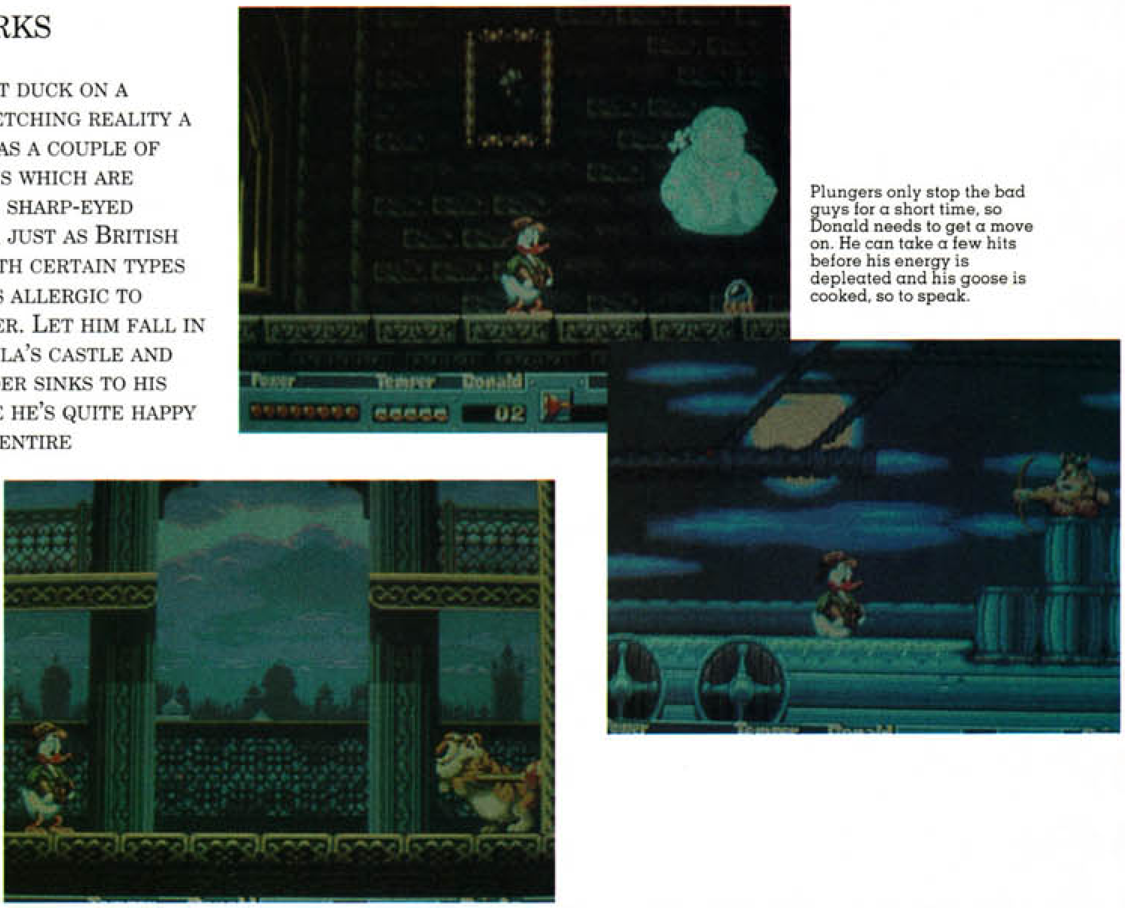
Initially Donny-boy only gets to explore three levels – Duckburg, Mexico and Transylvania – and as he completes each of these he plants a checkpoint flag. This obviously doubles up as a radio transmitter mast, because when he's standing next to it he can call up Huey, Dewey and Louie's "airplane" so they can fly him to a different stage. Even after the first three stages are complete there are still four more dotted around the globe, all of which make the first few look like picnic (except without the flasks of tea).

Each stage has a task for Donald to complete, although he first has to find someone to tell him what to do, and that person is usually to be found somewhere else on the map! For example after getting to the end of the first part of the Duckburg stage, you find an explorer who tells you that you have to complete the first Mexican stage before he'lll give you anything! Blimey! It's a duck's life!

QUACKING QUIRKS

We admit that a giant duck on a treasure hunt is stretching reality a bit, but Quackshot has a couple of strange anachronisms which are easily spotted by the sharp-eyed player. For instance, just as British Rail has problems with certain types of snow, so Donald is allergic to certain types of water. Let him fall in a pool outside Dracula's castle and the web-footed wonder sinks to his doom, but once inside he's quite happy to paddle around an entire underwater stage without ill effect.

Also, we wonder if the licensors at Disney actually noticed their second most famous character eating chicken to boost his energy. Some sort of grotesque cannibalism, surely?



Plungers only stop the bad guys for a short time, so Donald needs to get a move on. He can take a few hits before his energy is depleated and his goose is cooked, so to speak.

ALTERNATIVELY

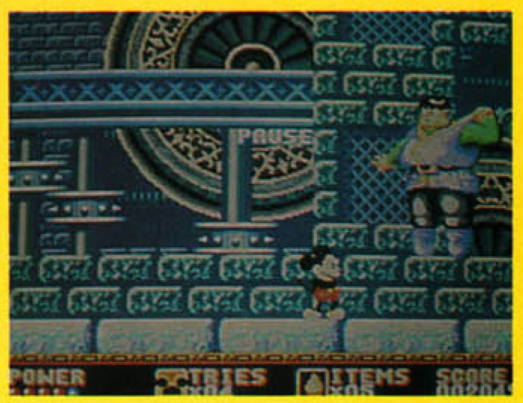
TITLE: MICKEY MOUSE: THE CASTLE OF ILLUSION

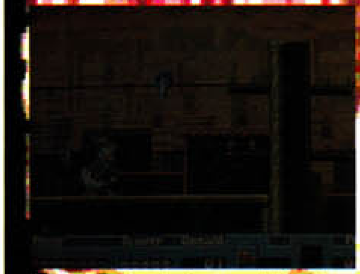
PRICE: £39.99

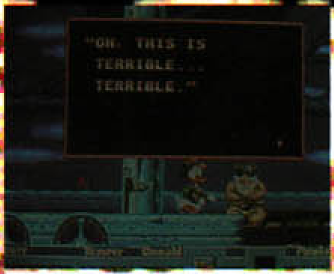
BY: SEGA

The first and best Disney game on the Megadrive features gorgeous graphics and fantastic sound effects, not to mention some extremely devious rooms. Easier to complete than Quackshot, but certainly one of the best platform games ever.

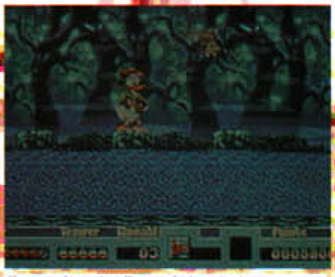
MEGATECH RATING: 94%

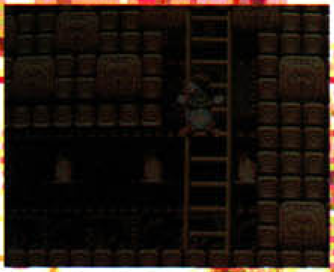


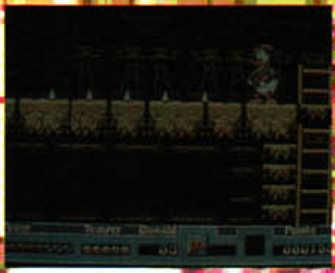

Duckburg. Here's where you'll find the bubble gum-gun and the temple key.

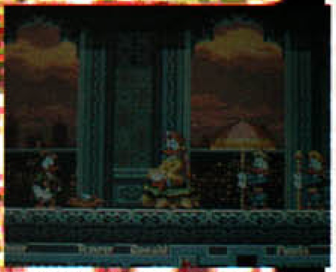

"OH, THIS IS TERRIBLE... TERRIBLE."

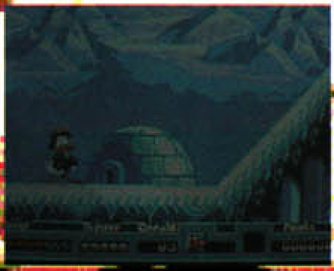
The Longship. Get the key from the South Pole to help the captain regain his vessel.


Transylvania. Dracula's castle can only be enter if you have the bubble gum-gun.


Mexico plays home to an Aztec temple. To enter you need to get the key from Duckburg.

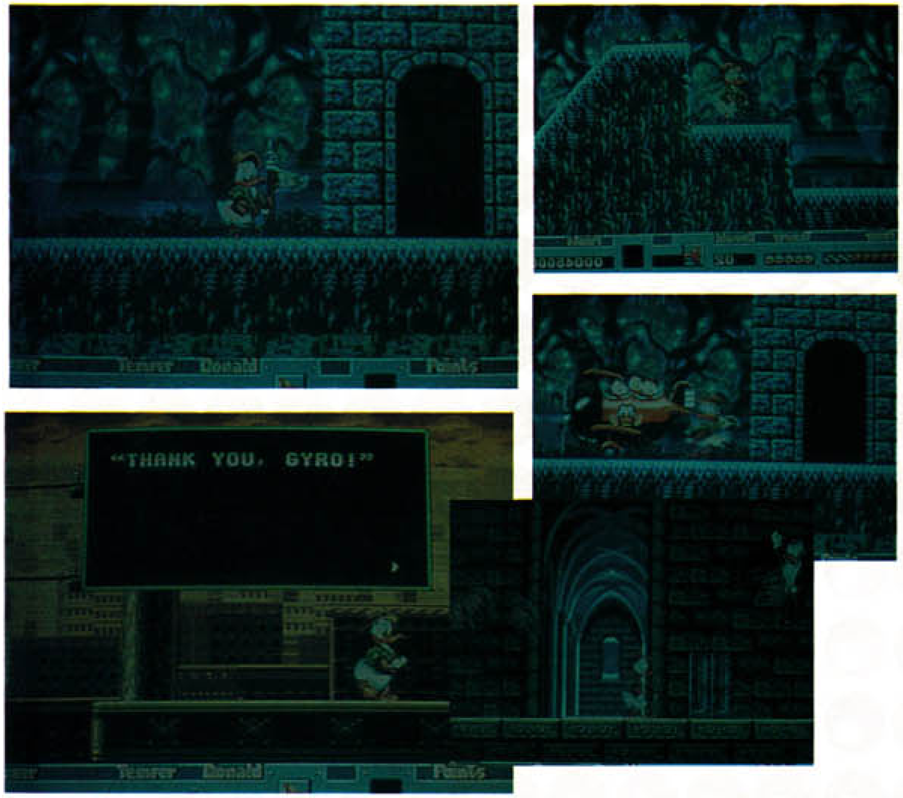

Egypt. The pyramid can only be entered by collecting the Sphinx from India.


India. The Sultan's ,riddle can only be complete if you try the doors with the number six above them.


A tricky problem that requires a hot solution.

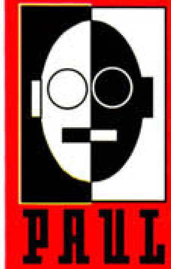
MARK'S COMMENT

Donald Duck may have been intended for younger games-players but I found it very challenging, even with infinite continues. Things are a little slow-going at first when the action seems sparse, but things soon pick up, especially when you get deep into Drac's castle. My favourite feature of the game were its puzzles which have a nasty habit of driving you to the edge of frustration before letting the answer smack you hard in the face. A lot of them are just a matter of collecting an object, but some of them, such as the Sultan's maze, are extremely tough and more than a little annoying. This may not be another Castle of Illusion, but I still enjoyed Quackshot so I'd advise you to at least check it out, if only to see the fabulous graphics.



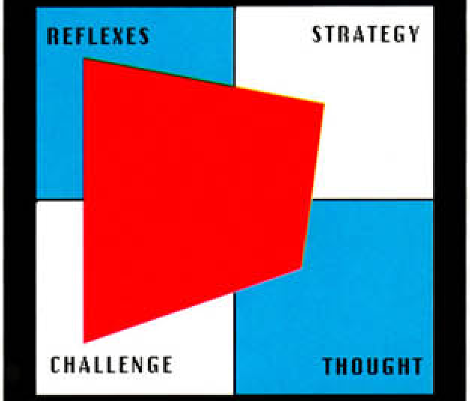
"THANK YOU, GYRO!"

PAUL'S COMMENT



Bit of a disappointment, this. There I was expecting gameplay of Mickey Mouse proportions but with even better graphics and all I get are the better graphics. Actually, that's doing the game an injustice because the action is at least quite imaginative and certainly challenging, more so than you'd expect for a game apparently aimed at younger players. My only problem was that I found Quackshot rather unexciting and unrewarding to play. The action is quite slow-paced and compared to most other Megadrive platform games the thrills-per-screen count is really quite low. After a while I realised that I just wasn't enjoying the game and even the thought of the yummy graphics that lay ahead weren't enough to keep me playing. Call me a right old cliche merchant, but if you were drooling over the thought of buying Quackshot (as I was) I'm afraid I have to advise you to "try before you buy".

QUACKSHOT



% RATINGS

0 50 100

80%

PRESENTATION

NO GAME OPTIONS, BUT A NICE INTRO AND NARRATIVE SCENES

92%

GRAPHICS

EXTERMELY FAITHFUL TO THE DISNEY CARTOONS, WITH SMART SPRITES AND ATTRACTIVE

89%

SOUND

LOADS OF EXCELLENT TUNES AND SOUND EFFECTS

83%

SHORT—TERM PLAY

UNTIL YOU GET USED TO THE PACE OF THE GAME, QUACKSHOT CAN BE SLIGHTLY FUSTRATING

80%

LONG—TERM PLAY

QUITE A LOT OF ADVENTURING TO DO, BUT UNLIMITED CONTINUES WILL MAKE THE GAME EASY FOR SOME

82%

MEGATECH RATING

NOT AS GOOD AS MICKEY MOUSE, BUT A GOOD EFFORT ALL THE SAME

YOU WANT THE BEST?

THE WORLD'S GREATEST CONSOLE MAG!!!
MEAN MACHINES
£1.75
NO 12 SEPT
THIS MONTH'S SPECIALS:
UN SQUADRON
THE BEST SUPER FAMICOM GAME YET?
SEGA
MEGADRIVE
SUPER FAMICOM
NINTENDO
GAMEBOY
GAME GEAR
POUR TRAIL
STREETS OF RAGE!
THE GREATEST MEGADRIVE BEAT 'EM UP EVER!
11 MEAN MACHINES
FORCE
MEGADRIVE
TIPS
WORD OF DAN
SONIC THE HEDGEHOG
37 MEAN MACHINES

YOU GOT IT!

TOP 5 CHARTS
MEGADRIVE
NINTENDO
POSTER
ALL FORMATS
SEGA REVIEW
ACE of ACES
THE STRATFORD LOWDOWN
PORT AND STARBOARD
USING THE MAP
GOGGLES ON. CHOCKS AWAY!
COMMENT
BY: SEGA
PRICE: £29.99
OVERALL 25%

GOT A SEGA OR NINTENDO CONSOLE?

HAVEN'T READ MEAN MACHINES YET?

YOU MUST BE A SAD THICKIE IN THAT CASE 'COS...

MEAN MACHINES IS THE GREATEST CONSOLES MAG IN THE WORLD

EVERY ISSUE IS STUFFED FULL OF INCREDIBLE...

MEGADRIVE
MASTER SYSTEM
NINTENDO
SUPER FAMICOM
GAMEBOY
AND GAME GEAR

REVIEWS, NEWS, PREVIEWS AND TIPS!

SO DON'T BE A SHAMBOLIC MOCKERY - TAKE A LOOK AND SEE WHAT YOU'RE MISSING. ISSUE 13 IS ON-SALE NOW. ISSUE 14 GOES OUT ON OCTOBER 27TH. BE THERE, OR BE A TURD!

JANUARY 20.

BY UBI-SOFT
PRICE: £39.99
FORMAT: 8M-BIT ROM
PLAYERS: 1
GAMETYPE: SHOOTING
CONTINUES: 3
SKILL SETTINGS: 3
RESPONSE: FAST

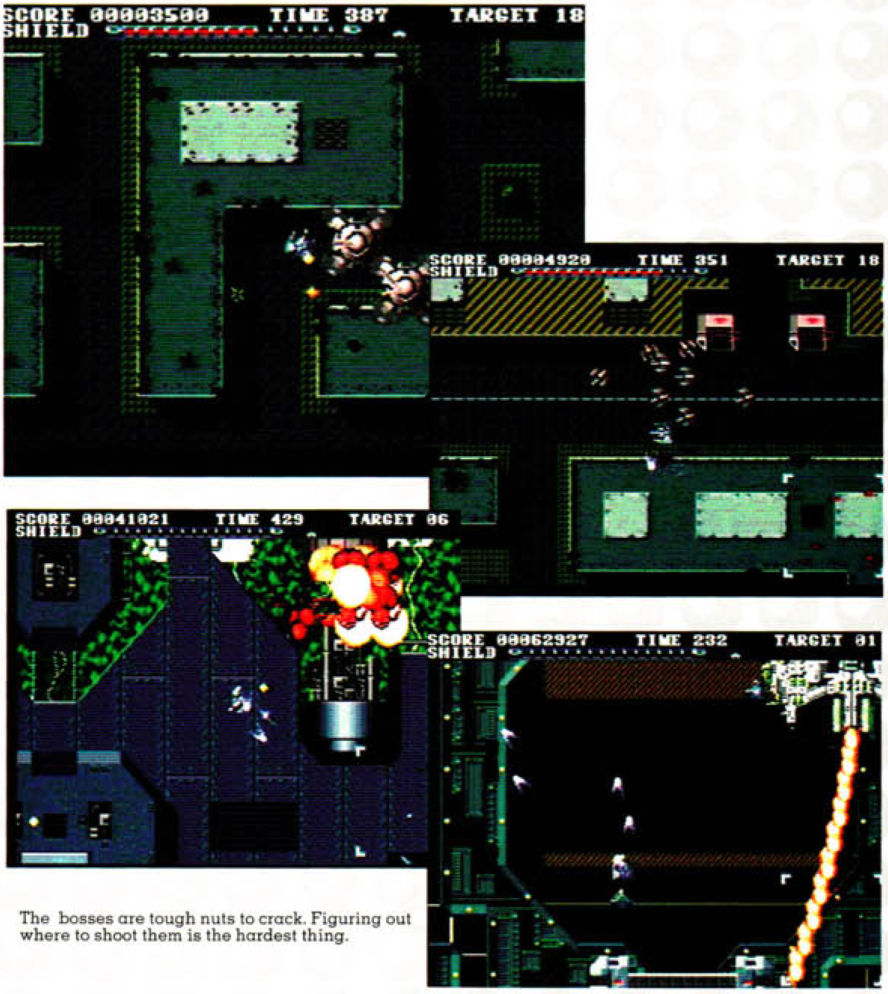
The days of intercontinental ballistic missiles are over and the world's defence forces are made up of battalions of high-powered ground vehicles of which the Granada X is an experimental prototype. The Granada X is a tank more heavily armoured and armed than any other mobile weapon in use. The problem is the only one in existence is in the hands of the government of Tobora, and they're threatening to use it to destroy Japan's corporations. Leon Todo is a mercenary hired by PEID (Private Enterprise's Intelligence Department) to steal the prototype from Tobora and bring it back to Japan before the Toborans can make use of Granada X's destructive potential.

Leon's journey from Toboran back to Japan takes the form of a scrolling shoot 'em up. To escape from each area the Granada X has to find its way around a maze of streets/platforms/islands and destroy the special installations which appear on the tank's radar screen. The Toboran government wants to retrieve its greatest weapon and has sent out a zillion more tanks to either recapture it or obliterate it (they'd prefer the latter). So all you have to do is make sure that you get them before they get you.

UBISOFT CARTRIDGE CONVERSION CAPERS

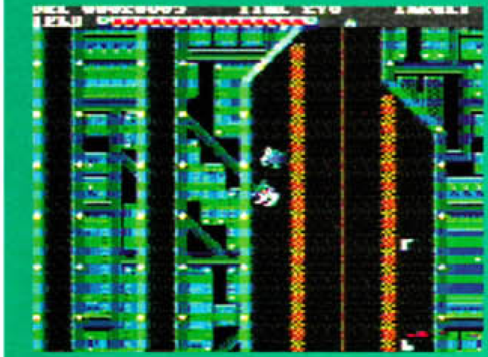
Granada X is one of a range of games which were launched in Japan a while ago but which are being released officially in Europe by UbiSoft (the others are listed in the News pages). Megadrive veterans may well remember that Granada X was available from importers many months ago but never received much press coverage and soon disappeared from the catalogues of many mail order firms. UbiSoft's deal means that anyone who missed Granada X (and many other top Jap games) the first time round can pick them up from the shelves of the nearest software store.

In the case of Granada X and one other game (Renovation's shoot 'em up, Gaiares), they are selling Japanese cartridges, repackaged with the original manuals, an English manual AND a cartridge converter. This lets owners of official Megadrives plug the game in without having to hack the corners off the cartridge slot (which, of course, invalidates your guarantee, stunts your growth and destroys your credit rating in many High Street stores). "Hoorah for UbiSoft and their generous ways in this instance," we say.

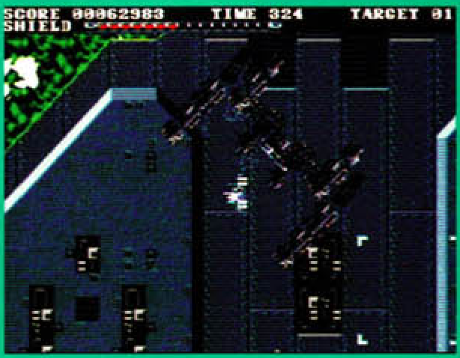

SCORE 00003500 TIME 387 TARGET 18
SHIELD
SCORE 00004920 TIME 351 TARGET 18
SHIELD
SCORE 00041021 TIME 429 TARGET 06
SHIELD
SCORE 00062927 TIME 232 TARGET 01
SHIELD

The bosses are tough nuts to crack. Figuring out where to shoot them is the hardest thing.

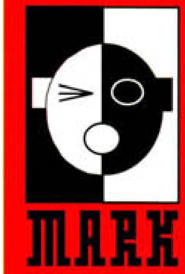
AIRBORNE FLYING TANK-TYPE COMBAT STUFF



Though it looks a bit dull in some of these pics, in Granada X you can find yourself in some pretty wacky combat situations. Take stage two, for example. Somehow the Granada X has wound up driving around the wings and fuselage of this giant flying battleship, the Astarsha. Your objective is to destroy the Astarsha's huge armoured engines, as well as the mini-tanks which are trundling about, taking pot-shots at you. The final obstacle is the aerial gunship which appears from a docking bay at the back end of the Astarsha. Use your blaster while it has its shields are open and it's history... and, er, then the massive flying battleship crashes and the Granada X escapes undamaged...er, somehow, er...



MARK'S COMMENT

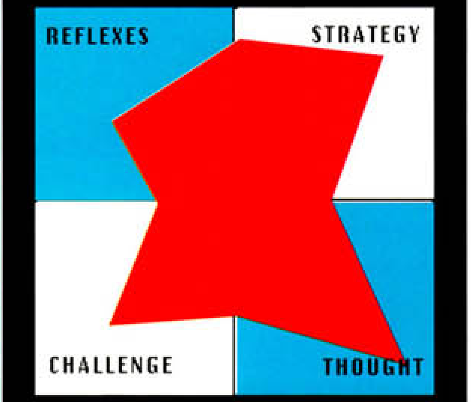


My first impressions of Granada X weren't favourable ones. The graphics are very crude and the whole game has a rather simplistic feel, but it only took me a few goes to really appreciate what is an extremely fun blaster. There's a hell of a lot to shoot, and the ground cover lets you apply quite a bit of strategy to your attacks. The sound effects are beefy enough to make your some-what small tank appear moderately impressive, but I wasn't too keen on the run-of-the-mill backgound music. With so many duff horizontally scrolling shoot 'em ups around, it's nice to see something different, albeit not wholly original. There's nothing flash about this game, but it's very playable and ferociously addictive. Check it out.

PAUL'S COMMENT

I'd never played this game until UbiSoft decided to release it, and now I have I'm glad they did. I think what must have put a lot of people off buying it first time (and put a lot of magazines off reviewing it, probably) were the graphics which are mainly small and dull and not at all Megadrive-like. However, while it looks duff, Granada X has terrific gameplay. The first level is staid compared to the laserfests which come later on in the game and once you've got a few power-ups you can really start churning out the bullets. After that the action just doesn't let up and I was coming back to the game for ages. Even without the cartridge converter Granada X would still have been great value for money, so what are you waiting for? Find it and buy it!

GRANADA X



% RATINGS

0 50 100

91%

PRESENTATION
GOOD SELECTION OF OPTIONS AND A FREE CARTRIDGE CONVERTER IN THE BOX!

74%

GRAPHICS
START OFF DULL BUT IMPROVE A LOT AS YOU PROGRESS

79%

SOUND
SUITABLE FUNKY BGM AND GREAT EFFECTS

88%

SHORT—TERM PLAY
DON'T LET THE GRAPHICS PUT YOU OFF, ONCE YOUN START PLAYING, THERE'S NO STOPPING YOU

87%

LONG—TERM PLAY
THIS IS THE SORT OF GAME YOU WANT TO COMPLETE ON ALL OF ITS LEVELS—AND THAT WILL TAKE AGES!

86%

MEGATECH RATING
A GREAT SHOOT 'EM PU AT A BARGAIN PRICE

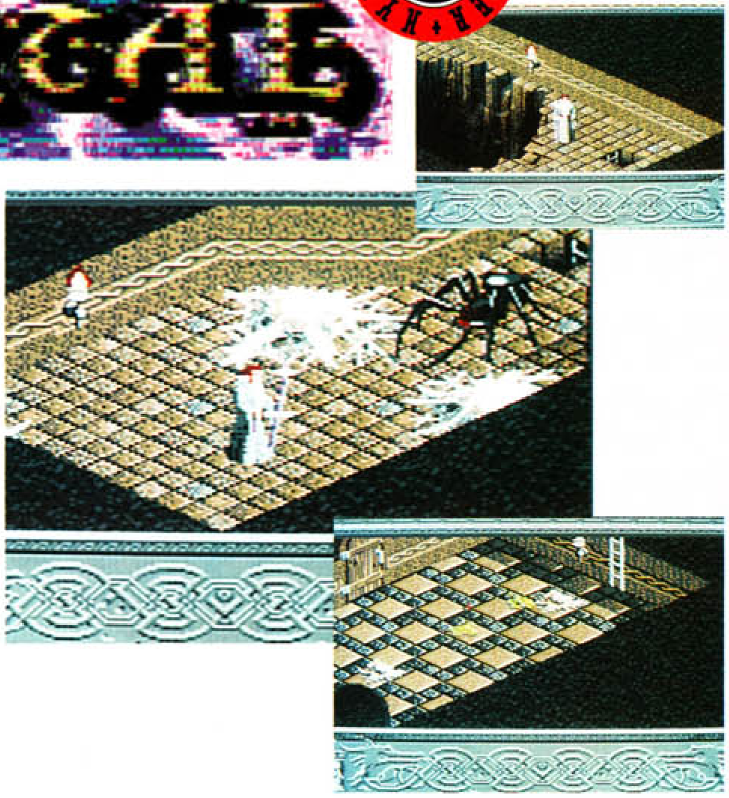
The Immortal

BY SEGA
PRICE: £39.99
FORMAT: 8M–BIT ROM
PLAYERS: 1
GAMETYPE: SHOOTING
CONTINUES: 3
SKILL SETTINGS: 3
RESPONSE: FAST

Beneath the blasted ruins of the ancient city of Erinoch lies the Labyrinth of Eternity, where your mentor in wizardry, Mordamir the Mage was last seen before he disappeared.

Being a brave soul, you've set out to find him armed only with a a sword and a couple of spells. Trouble is, thelabyrinth is inhabited by tribes of deadly goblins, a host of giant spiders and an enormous fire-breathing dragon, ready to toast genial knife-wielding magicians like yourself.

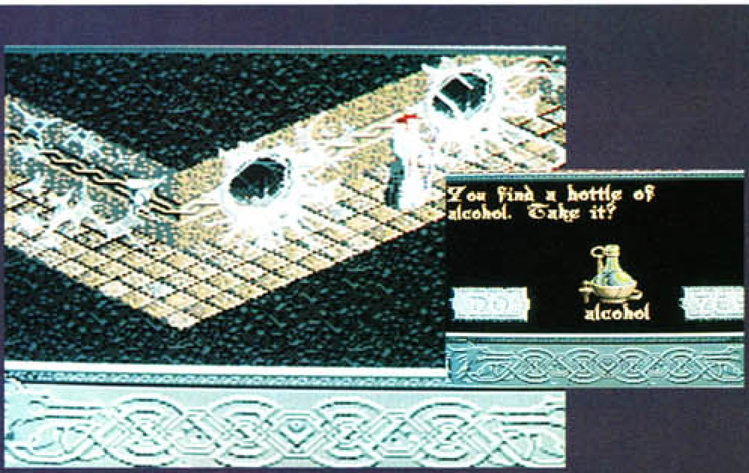
To make matters worse, as you wander the isometric 3D caverns, you will find a plethora of



PACK O' PUZZLES

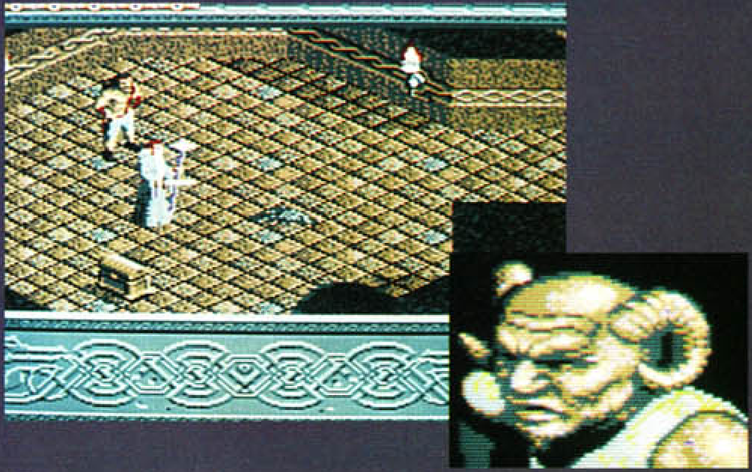
You start the game with a sword and 20 gold pieces, but searching chests, dead bodies and secret caches reveals magic spell scrolls for offence and defence, keys, maps, potions, weapons, gold and other mystical objects with which to pack your pack.

Of course, working out how and where to use them is just what the game is all about. Remember that not everything is out to get you, and you can use your cash to bribe people and purchase goods from merchants. You can even get the less friendly dungeon dwellers on your side if you do them a favour or use some Charm magic.



You find a bottle of alcohol. Take it?

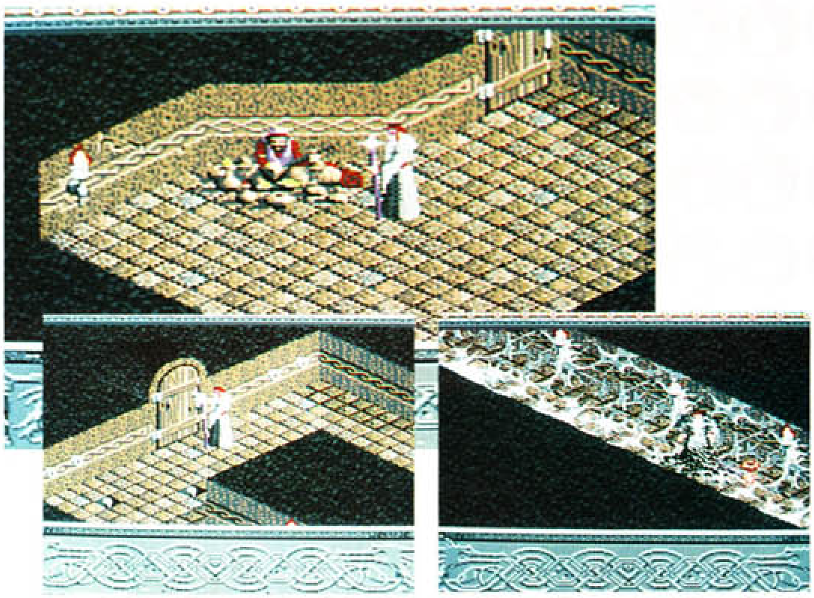
alcohol



ZANY WILL'S ISOMETRIC ANTICS

Though the Megadrive version was programmed by a team of Electronic Arts "Artists" (that's how they refer to their programmers), The Immortal was originally the creation of American game designer, Will Harvey, who, we've noticed, seems to specialise in games with this style of 3D display.

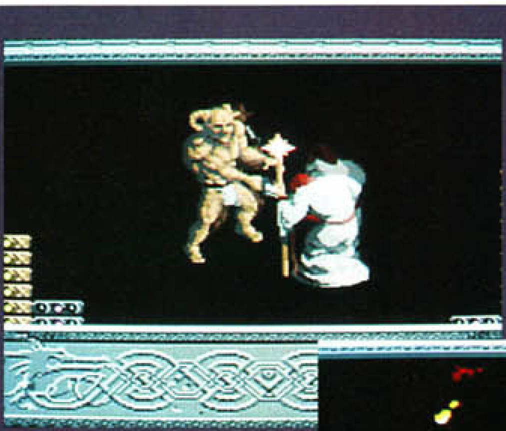
His first project for EA was the conversion of Marble Madness to various computer formats and this was followed by the wonderfully strange Zany Golf, which appeared on Megadrive last year. Will is currently working on the sequel to The Immortal, which is said to be more of the same only better, so watch out for the Megadrive version next year.

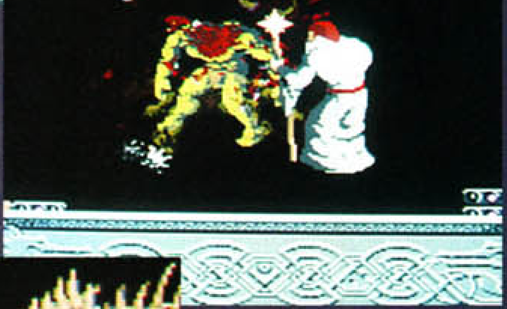


CHOP GOES THE WIZARD

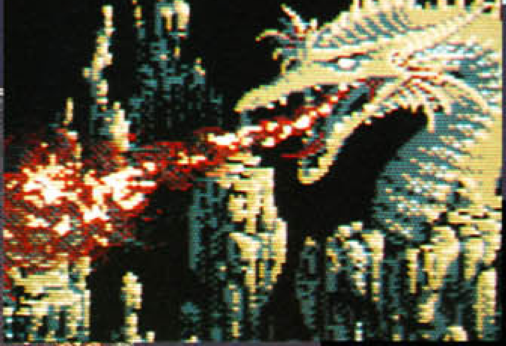
Cross the path of one of the labyrinth's more dangerous inhabitants and the screen changes to show a close-up of you facing off against the monster. Combat is a simple matter of slashing and dodging left and right until your opponent's energy bar has run all the way down.

When the monster finally cops it, you get to see one of the game's 30 animated death sequences which are superbly gory. Watch in awe as the goblin you're fighting turns to stone and shatters, or tap him on the head with your staff and witness his exploding head! You can also find yourself slicing the tops off skulls, calling down lightning bolts and making a monster's flesh drop off his skeleton! Recommended for players over 12 only...

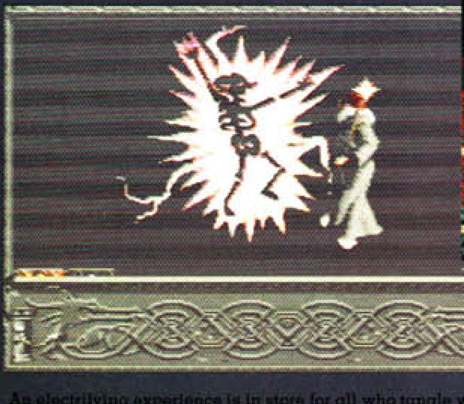




The dragon is one of the most fearsome beasts in the whole game. There's no way you're going to beat him just with a sword. Plenty of spells need to be collected and used if you want to get any further.



Combat isn't easy. It's best to try and combine evasion with attack, even then you'll often come unstuck if you go into a fight with little energy.



An electrifying experience is in store for all who tangle with the aged wizard. If you're not feeling very physical you can always blast the bad guys from a distance with a fireball.

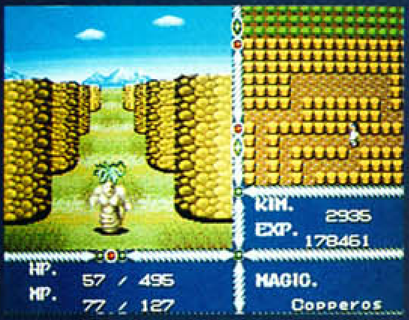
ALTERNATIVES

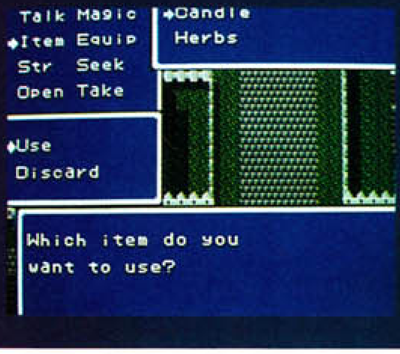
SWORD OF VERMILLION

BY SEGA
PRICE: £49.99

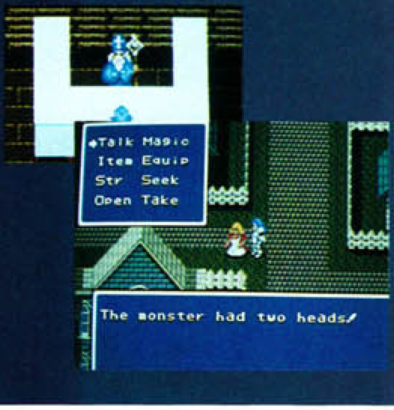
What makes this vast RPG so attractive are the great graphics, excellent sound and the arcade-type combat system which replaces the boring exchange of hit-points found in most RPGs.

MEGATECH RATING: 93%



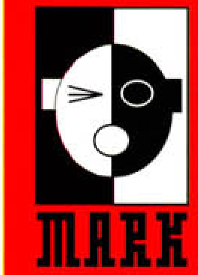


Which item do you want to use?



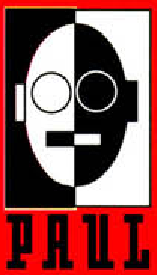
The monster had two heads!

MARK'S COMMENT



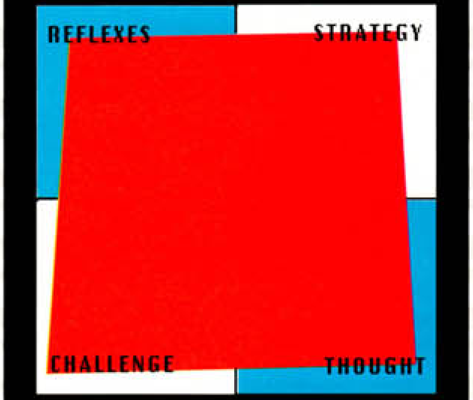
This is one of the goriest games I've ever seen. The buckets of blood and brains make The Immortal look more like a splatter movie at times - but there are plenty more things I like about it. The amazing sprite animation is the game's most striking feature, but once you're well into it you discover how much thought has gone into the plot and the puzzles, which steadily grow much more demanding as you progress. But although the puzzles are taxing (there's certainly no danger of completing this within a week of buying it) they don't lead to frustration because the certificate password system makes it easy to keep going back to the same place to try another option. My only slight bugbear is with the combat, which I found difficult to master, but I suppose that's just me. Overall, a definite thumbs up for the spelunking wizard.

PAUL'S COMMENT



I like this a lot because it's the one of the few Megadrive adventures with real balls. It may not be incredibly huge like, say, Phantasy Star III, but it has none of that game's unexciting wandering around because every chamber has something in it that you have to fight, dodge, unlock or search. The whole design of the game is imaginative, from the satisfying logic of the puzzles to the animated death sequences (there are 30 of these and they're all so entertaining that seeing them all is one of the main incentives to keep playing). The jerky scrolling is the game's only weakness, but it doesn't detract from the action so I'm happy to let that pass and say that The Immortal is another unmissable title from EA.

THE IMMORTAL



% RATINGS

0 50 100

80%

PRESENTATION

NO OPTIONS APART FROM THE PASSWORD SYSTEM, BUT SUPERB IN-GAME PRESENTATION MAKES UP FOR THAT

92%

GRAPHICS

SPECTACULAR THROUGHOUT, AND THE SPRITE ANIMATION IS ASTOUNDING!

80%

SOUND

ATMOSPHERIC TUNES AND GRUESOME EFFECTS

92%

SHORT—TERM PLAY

THE GRAPHICS AND INSTANT ACTION GRABS YOU RIGHT FROM THE START...

95%

LONG—TERM PLAY

... AND GETS EVEN BETTER FROM THEN ON! OVER 50 CHAMBERS OF ACTION SHOULD KEEP YOU GOING FOR A WHILE.

93%

MEGATECH RATING

ONE OF THE BEST BLENDS OF ARCADE & ADVENTURE YOU'RE LIKELY TO SEE ON A MEGADRIVE.

KINGBIT GAMES

9 CALEDONIAN RD, HAYMARKET, EDINBURGH , EH11 2DA

TEL: 031 337 9610
FAX: 031 313 4204
OPEN MON - SAT
10 AM - 6.30 PM

FAMICOM (SCART) INC ONE GAME OF (YOUR CHOICE)	**£240**
SUPER NES INC MARIO	**£225**

MEGADRIVE INC 1 GAME, JOYPAD + PSU	**£130**
MEGADRIVE INC 3 GAMES, JOYPAD + PSU	**£185**
CHOOSE ANY GAMES UP TO THE VALUE OF	**£34**

i.e SONIC, WRESTLE WARS, ICE HOCKEY, ROAD RASH ETC.

GAMEGEAR	**£92.00**
GAMEGEAR INC GAME	112.00
MASTERGEAR	£24.00
MAGNIFER	£18.00
TV ADAPTOR	CALL
PROTECTOR / WALLET	£7.00

FAMICOM GAMES

ACTRAIZER	41.00
BIG RUN	29.00
CASTLEVANIA IV	CALL
DARIUS TWIN	38.00
F-ZERO	39.00
FINAL FIGHT	41.00
GHOULS N GHOSTS	46.00
GOEMAN WARRIOR	42.00
HYPER ZONE	38.00
MARIO WORLD	41.00
PILOT WINGS	41.00
PRO SOCCER	35.00
R-TYPE	39.00
SUPER TENNIS	42.00
UN SQUADRON	41.00
US / JAP ADAPTOR	29.00
J.B. KING JOYSTICK	65.00
RAPID FIRE UNIT	19.00

WE OFFER A MAIL ORDER SERVICE P+P CONSOLES £7 GAMES £1. ALL CONSOLES MADE A ONE YEAR GUARANTEE. WE ALSO SELL 2ND HAND GAMES

MEGADRIVE GAMES

ALIEN STORM	29.00
BATMAN	28.00
DINOLAND	27.00
DICK TRACY	21.00
DEVIL CRASH	34.00
DARIUS II	25.00
DONALD DUCK	CALL
ESWAT	17.00
FATAL REWIND	32.00
F22 INTERCEPTOR	CALL
GAIN GROUND	21.00
GAIRES	28.00
GYNOUG	28.00
GOLDEN AXE	28.00
GOLDEN AXE II	CALL
HELLFIRE	26.00
E A HOCKEY	34.00
JOHN MDDEN FOOTBALL	31.00
MIDNIGHT RESISTANCE	30.00
MERCS	34.00
MICKEY MOUSE	27.00
MAGICAL HAT	23.00
OUTRUN	30.00
P.G.A. GOLF	34.00
RAIDEN TRAD	34.00
ROAD RASH	34.00
SAINT SWORD	31.00
SONIC	30.00
STRIDER	28.00
SUPER MONACO	33.00
SHADOW DANCER	21.00
SPIDERMAN	32.00
ONSLAUGHT	25.00
THUNDERFORCE II	25.00
THUNDERFORCE III	26.00
THE IMMORTAL	CALL
TURRICAN	35.00
TO JAM & EARL	36.00
STAR FLIGHT	39.00
SPEEDBALL II	CALL
SHADOW OF THE BEAST	CALL
VERYTEX	25.00
VOLIFIED	27.00
WARDNER	25.00
WHIP RUSH	17.00
WRESTLE WARS	32.00
ZERO WING	32.00
ZOOM	19.00
ARCADE POWER STICK	35.00
TURBO JOYPAD	15.00
JAP CONVERTOR	10.00
PYTHON JOYSTICK	12.50

GAMEGEAR GAMES

BASEBALL 91	23.00
DEVILISH	23.00
CHASE HQ	23.00
MICKEY MOUSE	23.00
GALAGA 91	24.00
GRIFFIN	23.00
NINJA GAIDEN	24.00
SHANGHAIH	22.00
WONDERBOY	19.00
MAGICAL GUY	23.00
SHINOBI	24.00
FANTASY ZONE	23.00

PLEASE CALL FOR OTHER GAMES

GAMEBOY	**£67.00**
MICKEY MOUSE II	22.50
MEGAMAN	22.50
R-TYPE	19.99
FASTEST LAP	17.99
THE PUNISHER	22.50
RC PRO AM	22.50
CHOP LIFTER II	22.50
SNEAKY SNAKES	20.50

PLEASE CALL FOR GAMES NOT LISTED

TELEGAMES

LYNX
QIX
ULTIMATE CHESS CHALLENGE

THE VIDEO GAME SPECIALISTS FOR OVER 12 YEARS

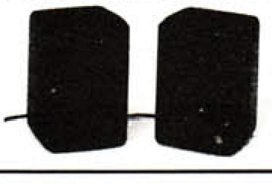
NEW FOR LYNX

CHESS Based upon the most powerful chess playing technology from the laboratories of Fidelity Electronics – the premier manufacturers of dedicated chess computers and the developers of the only USCF Certified Master Rated (2325) Program. This is the most powerful chess game available!

QIX Neutralize QIX and its mutant offspring SPARX by claiming their territory before they frag you. Hundreds of levels of increasing intensity will shatter your nerves while stunning sound effects and a variety of patterns will rattle your brain. A practice mode sharpens your dexterity.

STEREO SPEAKER SYSTEM

SUITABLE FOR DIRECT CONNECTION TO –
ATARI LYNX * NINTENDO GAMEBOY * SEGA GENESIS, MEGADRIVE, GAME GEAR * NEC GT HAND HELD AND PC HAND HELD * PERSONAL STEREOS * COMPACT DISC PLAYERS * NEO-GEO * ETC AND ANY OTHER ITEM WITH 3.5mm SOCKET COMPLETE WITH PLUGS AND LEADS.



- High efficiency 3" micro stereo speakers
- Built in power booster (4 c size batteries not included)
- Active or passive system, works with or without batteries
- Individual volume controls
- DC 6 volt input jack
- 3.5mm stereo plug to fit personal stereos and compact disc players

Europe's largest stock of consoles and games for –

SEGA-MEGA DRIVE & Master System & Game Gear

PC Engine

SNK Neo-Geo

Nintendo - GAMEBOY - SUPER FAMICON
PC SUPER GRAFX

ATARI - LYNX * 2600 * 7800

PC Engine Hand held

COLECO VISION

INTELLIVISION

MASTER GEAR
in stock
NOW!!

Remember - if it's a game - it's at Telegames!!

SPECIAL OFFERS

PC Engine DELUXE JOYSTICK WITH RAPID FIRE, LED INDICATORS ETC USUALLY £24.99
ONLY **£9.99**

Nintendo AND SEGA
Cartridge and Console cleaning system – stops games from crashing – protects cartridge pins, was £9.99 NOW **£4.99**

ABOVE OFFERS WITH ANY OTHER PURCHASE OVER £20.00 AND
WITH THIS ADVERT ONLY

For games list send S.A.E. stating which console to our Head Office

HEAD OFFICE AND MAIL ORDER – WIGSTON, LEICESTER LE8 1TE
Telephone (0533) 880445/889989

TELEGAMES
SHOPS AND SUPERSTORES AT –

HAYMARKET CENTRE
LEICESTER

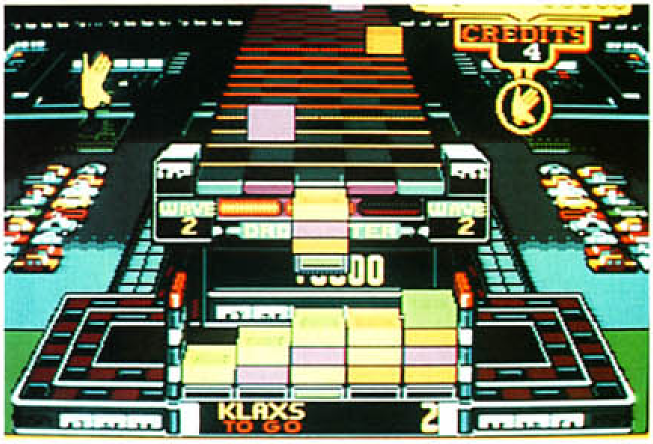
KILBY BRIDGE (A50)
WIGSTON, LEICESTER

TELEGAMES
RIVERGATE CENTRE
PETERBOROUGH

BY DOMARK/TENGEN
PRICE: £34.99
FORMAT: 4M—BIT ROM
PLAYERS: 1-2
GAMETYPE: PUZZLE
CONTINUES: 1-21!
SKILL SETTINGS: 3
RESPONSE: OKAY

After taking American arcades by storm, Atari's Klax is now available for the Megadrive - and it's a very accurate conversion indeed, retaining the graphics and sound of the coin-op.

The aim of Klax is remarkably simple. Use your paddle to scoop up the tiles from the 3D conveyor belt, then arrange them in specific patterns in the bins at the base of the screen. Points are scored for patterns called klaxes – these are horizontal, vertical or diagonal lines of tiles of matching colour.



BEWARE OF CHEAP IMITATIONS

The game reviewed here isn't the first version of Klax to be released for the Megadrive. Japanese arcade firm Namcot had a crack at it around a year ago. Alas, dear reader, it had poor graphics, trashy sounds, irritating controls and wasn't half as the good as the game reviewed here. So check you have the official Tengen version before you hand-over your readies to the shopkeeper.

WAVE OBJECTIVES

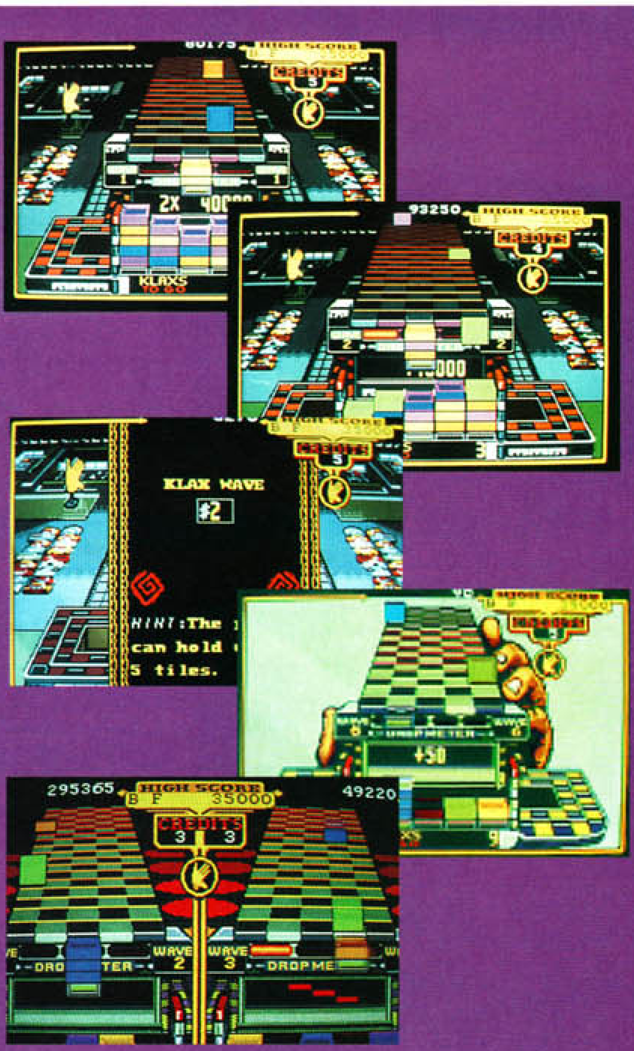
You're given an objective to fulfill at the start of each wave. To begin with it's just to create three klaxes, but the action soon intensifies and it's not too long before you're asked to create solely horizontal or diagonal klaxes. Other levels include such aims as scoring 100,000 points or surviving an onslaught of 200 tiles.

WARP WAVES

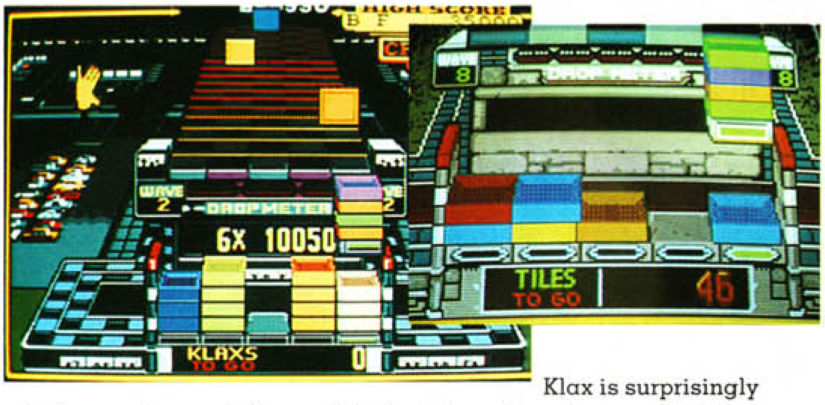
Some stages are tagged "WARP WAVES". Here you should spend your time trying to construct an 'X' shape Should you accomplish this feat, not only do you skip loads of levels, you also get 65,000 points! Not bad...

TWO-PLAYER MODE

In the two-player game the screen splits and each person gets their own little Klax table. Both games are unconnected and nothing that one player does on his game has an effect on his buddy's klaxing efforts.

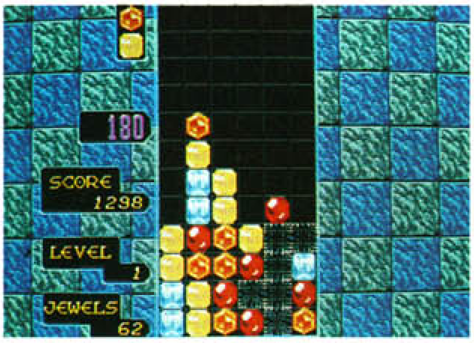


COIN-OP COMPARISON



Klax is surprisingly similar to its arcade parent. Some of the backdrops have been omitted, but there's still a lot crammed into the cartridge. The sound is very close indeed, with all the sampled "oohhhs!", "yeahs!" and rounds of applause found in the arcade machine.

ALTERNATIVELY



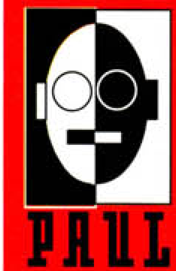
COLUMNS

PRICE: 29.99
BY: SEGA

This is supposedly based on an game played by the ancient Phoenicians, but turns out be a mix of Tetris and Klax in which columns of coloured jewels cascade into a pit and have to be arranged into lines of like-coloured jewels. Pressure-free gaming is the order of the day here but Klax is more of a test of the old grey matter and is a more exciting game.

MEGATECH RATING: 81%

PAUL'S COMMENT

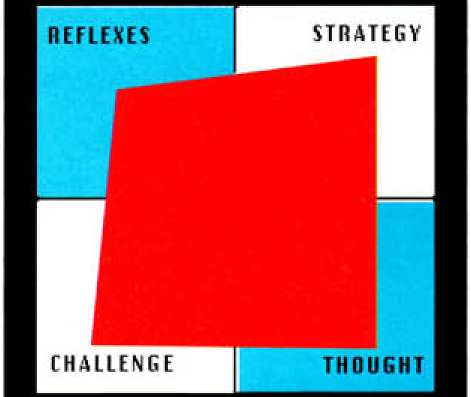


Tengen's version of this coin-op classic is faithful to the original. The graphics are neat, and the sound is excellent, mixing synthesised effects with samples. Unfortunately, the control method isn't quite as intuitive as I'd have liked. Sometimes you're unexpectedly flipping tiles or dropping them into the wrong bin and you can't help but get the feeling that's it not your fault. However, bear with this minor fault and you'll find an excellent version of Klax here to be enjoyed.

MARK'S COMMENT

Not being a fan of puzzle games, the idea of flipping coloured tiles around sounds to me like a modern version of tiddlywinks winks. Despite my reservations I found Klax quite addictive at first, but after I while the attraction waned and I spent more time trying to draw pictures with the tiles in the bin. This is very true to the coin-op, which I didn't much care for. Manic puzzle junkies are well catered for, but it doesn't hold much excitement for fans of laser violence.

KLAX



% RATINGS

0 50 100

90%

PRESENTATION
DIFFICULTY, COLOUR SETTINGS, SOUND TESTS, WIDE-SCREEN MODE AND A 2 PLAYER OPTION

74%

GRAPHICS
SURREAL BACKGROUND GRAPHICS AND VERY, UM, TILE-LIKE TILES

85%

SOUND
ALL OF THE ARCADE GAME'S SAMPLES GO RATHER WELL WITH THE VERY MINIMALIST MUSIC

84%

SHORT-TERM PLAY
INITIALLY COMPULSIVE, WITH PLENTY OF KLAX STRATEGIES TO LEARN

82%

LONG-TERM PLAY
THE COMPULSION TO GET HIGHER SCORES AND SEE HIGHER LEVELS REMAIN STRONG MONTHS AFTER PURCHASE

85%

MEGATECH RATING

AN EXCELLENT CONVERSION AND A GREAT ADDITION TO THE PUZZLE GAME GENRE

Devil Crash MD

BY TECHNOSOFT
PRICE: IMPORT
FORMAT: 8M-BIT ROM
PLAYERS: 1/2
GAMETYPE: PINBALL
CONTINUES: 0
SKILL SETTINGS: 2
RESPONSE: GOOD

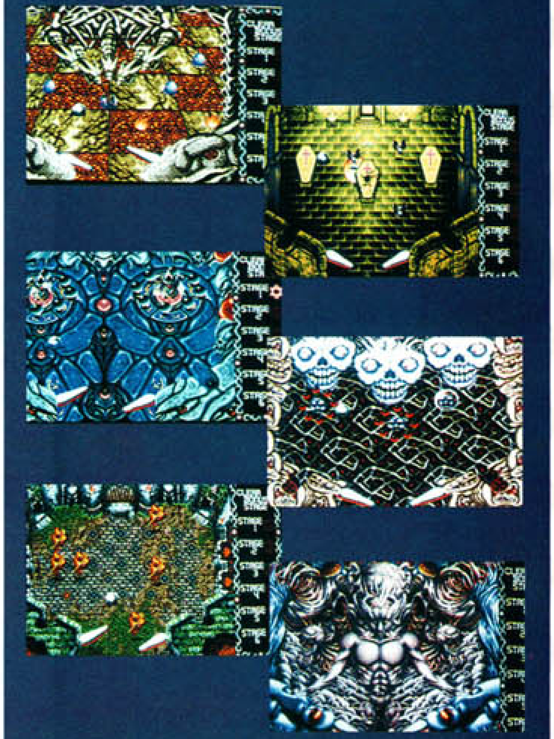
The demons from hell and their cults are out to get us, and only you can stop them, using your magic pintable of doom. Okay, so it's not much of a plot, but it is an excuse for one of the best, if not *the* best, computer pinball games ever – Devil Crash.

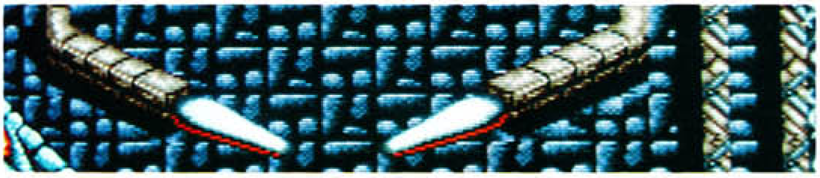
The game is played on a three-screen-high scrolling table which has a distinctly Gothic horror look to it. There's a pair of flippers guarding the foot of each screen and your skill with these controls the fate of the demons, dragons, ghoulish monks, vampires, skeletal warriors and all manner of hellbound terrors who are strolling around the table asking for trouble. But, hit the right targets and the ball is instantly (and mystically) transported to one of six bonus screens.

Bizarrely enough (considering it's a pinball game) you can actually finish Devil Crash, and the bonus screens are the key to success. To exorcise the devils permanently you have to finish all six subgames with a perfect score, but if you can't manage that in one game there's a password option which lets you restart the game from where your balls last dropped.

A NEST OF TABLES

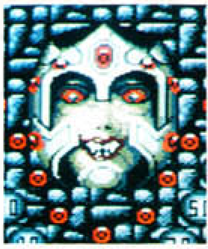
Devil Crash has six bonus tables range from easy (the demolition of six dragons' heads) to slightly harder ones (vampire coffin-bashing) to the ultra-flippin'-impossible devil-vomit screen. If your ball drops between the flippers prematurely you return to the main table with only a few thousand bonus points for consolation. Destroy all the targets, though, and you're rewarded with a bonus of several million! Continue completing the same screen and the bonuses increase exponentially - and that means many points!





THE FACE

One of the more interesting targets on the table is the face which takes up much of the second screen. There are two tunnels leading into the top of this head, and if each of these is penetrated, or one of the pentagrams around the edges is hit, a transformation is initiated. At first, the changes are hardly noticeable, but in the end, the once-human visage becomes a grinning dragon-deity! If you should roll your ball into the lizard's mouth it's transported to Devil Crash's most challenging bonus screen, where the player must hit a spray of lost souls being vomited from the mouth of a horned demon!

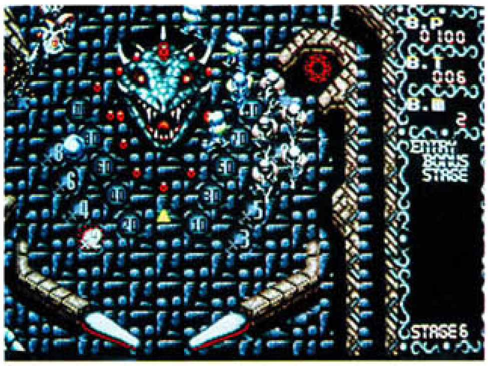


SCORE 00049 13400

Among other things, Devils crash features score multipliers and lock-outs. There are also a number of cheats and tactics that are guaranteed to help you gain a massive score. Look out for them next ish

DOUBLE PLAYER ACTION

The two-player mode is a simple one-player-after-the-other affair. But then that's just like real pinball, isn't it? The other real pinball feature is the match. At the end of their game each player wins an extra ball if they can stop a counter when it reads the same as the last three digits in their score.

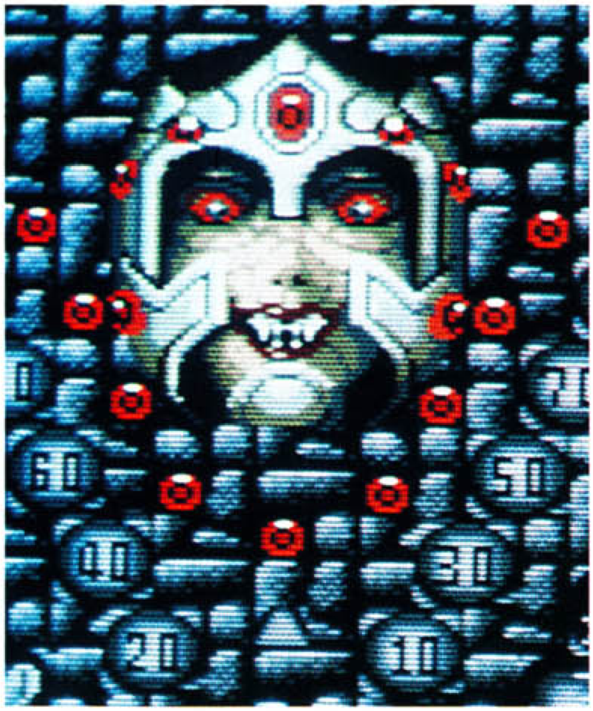


ENGINE ORIGINS

Devil Crash started life as a PC Engine game produced by Japanese company Naxat as a sequel to their earlier hit, Alien Crush. The original never made the transition to MD, but Tecnosoft were quick to snap up the programming rights for the sequel and this is the result. Tecnosoft, in case you didn't already know, were the programming geniuses who set new standards in Megadrive shoot 'em ups with Thunderforce III, as well as entertaining the gaming public with Thunderforce II and the minor hit, Elemental Master.

SECRET BONUSES

There are other ways of earning bonus points than entering the bonus games. One of the easiest is the two million points bonus for getting your ball inside the head on the release of your first ball. There are many other, smaller bonuses, and there's also a whopping great ten million points to be found, but it requires a mighty fluky shot to trigger it!



MARK'S COMMENT

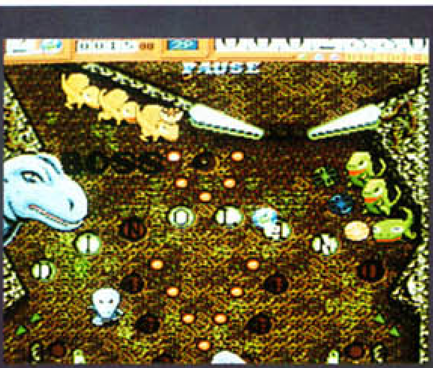
This ranked as the greatest pinball sim on the PC Engine (or indeed anywhere) and I'm happy to report that the Megadrive version is just as good in the playability stakes. The scrolling is smooth, the controls are fluid and the joypad response is excellent. At first, the graphics look exactly the same as the PC Engine version, but you can see where the improvements have been made as soon as you enter a bonus screen. Most of them have been completely and lavishly redesigned and they all look absolutely stunning, especially the subgame featuring the top demon surrounded by dispossessed souls which is possibly the best single graphic I've ever seen on a Megadrive! Even if you've never played a pinball game in your life, Devil Crash is a title you've just got to mail-order at the first opportunity!

ALTERNATIVES

DINOLAND

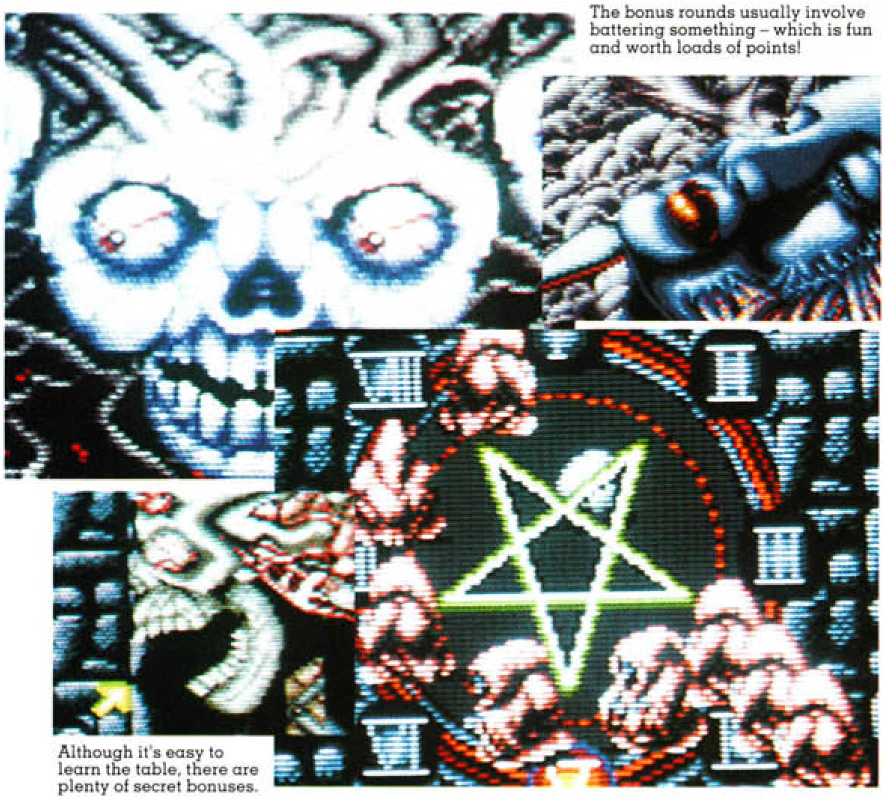
IMPORT

BY WOLF TEAM



Dinoland is the Megadrive's only other pinball game, and to be brutally frank, it's a bit sad. The basic premise of dinosaurs and cavemen is quite interesting, but the scrolling and ball movement is much too jerky, destroying any feeling of realistic control.

MEGATECH RATING:53%



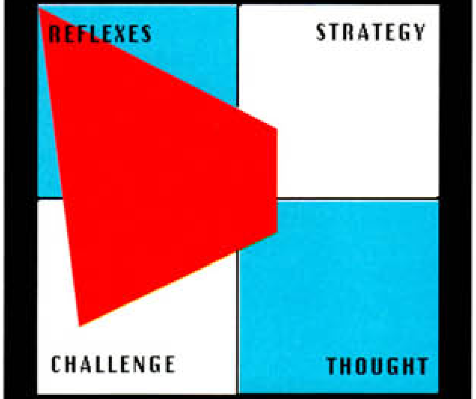
The bonus rounds usually involve battering something – which is fun and worth loads of points!

Although it's easy to learn the table, there are plenty of secret bonuses.

PAUL'S COMMENT

I would have been happy with just a literal translation of the PC Engine original but Tecnosoft have made some vast improvements in the Megadrive version. I need hardly harp on about the incredible quality of the graphics because you can look at the screenshots and see for yourself, but I have to tell you that the action and the sound are both outstanding. The ball movement and flipper response in Devil Crash are so perfect that the game perfectly recreates the thrill of playing real pinball. Turn turn up the metallic soundtracks and you can really believe you're in an arcade at the flippers of some incredible new pin surrounded by satanist bikers in leather. Well, okay, maybe that's overstating it a bit, but it is a terrific game and if you've got any sense you'll place your order for it double-plus-quick!

DEVIL CRASH



% RATINGS

0 50 100

91%

PRESENTATION
DECENT SET OF OPTIONS AND A VERY USEFUL PASSWORD SYSTEM

94%

GRAPHICS
TERRIFIC BACKDROPS AND DEMON SPRITES, SMOOTHLY & REALISTICALLY ANIMATED

93%

SOUND
SUPERB METALLIC TUNES AND PERFECT PIN—TABLE TYPE SOUND EFFECTS

94%

SHORT—TERM PLAY
STRAIGHTFORWARD CONTROLS MEANS THIS IS A DODDLE TO GET USED TO AND THE ACTION IS ADDICTIVE FROM THE START

90%

LONG—TERM PLAY
THE ACTION DOESN'T VARY MUCH, BUT THERE IS ALWAYS A COMPULSION TO BETTER YOUR LAST SCORE, AND THE PASSWORD OPTION MAKES IT EASY TO KEEP COMING BACK TO TRY TO FINISH

93%

MEGATECH RATING
THE BEST COMPUTER PINBALL GAME ANYWHERE. WHATEVER YOUR TASTE IN GAMES, THIS IS A MUST—BUY.

READY
STEADY
GO!

Got a hand held?

Grab your free edition of GO! with C&VG

GAMEBOY

GAME GEAR

LYNX

PC ENGINE GT

GAMEBOY

GAME GEAR

LYNX

PC ENGINE GT

GAMEBOY

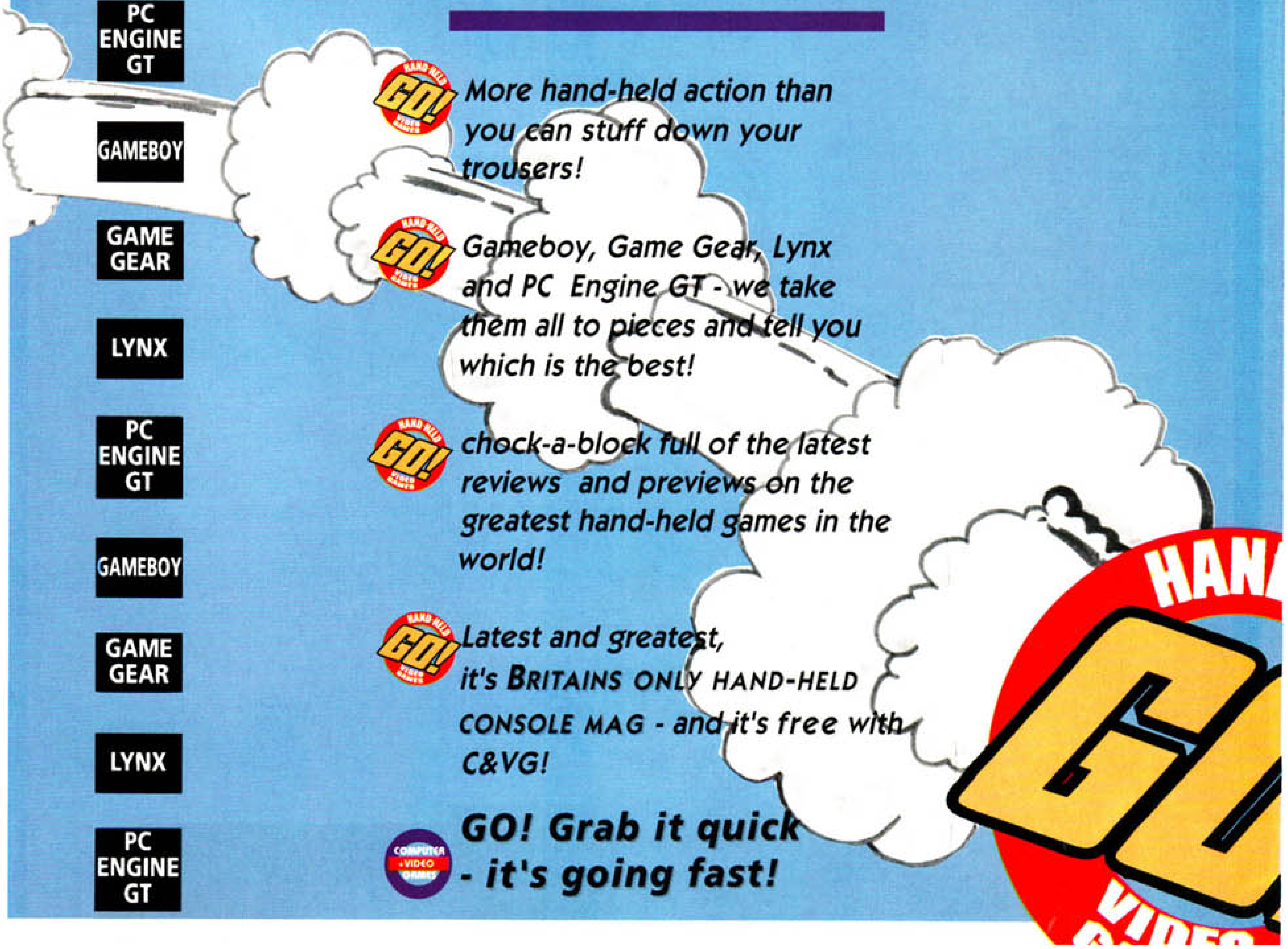
GAME GEAR

LYNX

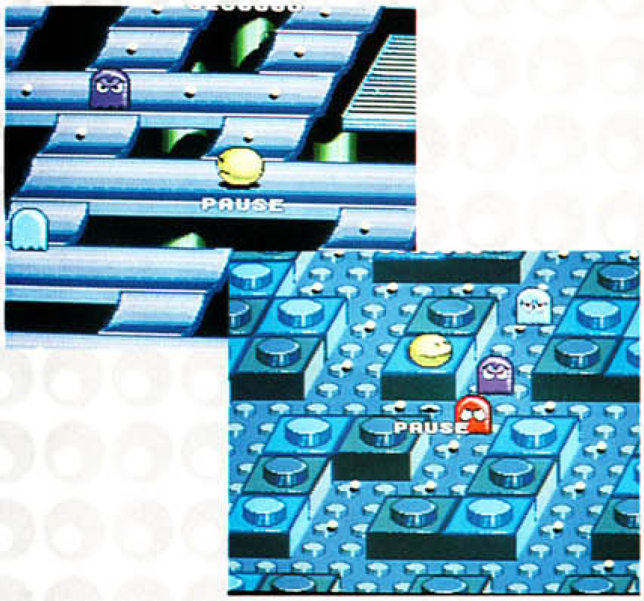
PC ENGINE GT

- *More hand-held action than you can stuff down your trousers!*
- *Gameboy, Game Gear, Lynx and PC Engine GT - we take them all to pieces and tell you which is the best!*
- *chock-a-block full of the latest reviews and previews on the greatest hand-held games in the world!*
- *Latest and greatest, it's BRITAINS ONLY HAND-HELD CONSOLE MAG - and it's free with C&VG!*

GO! Grab it quick - it's going fast!



PACMANIA



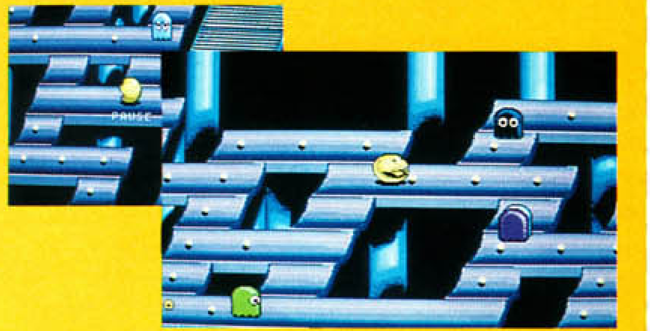
BY TENGEN
PRICE: £34.99
FORMAT: 8M-BIT ROM
PLAYERS: 1
GAMETYPE: MAZE
CONTINUES: 3
SKILL SETTINGS: 4
RESPONSE: OKAY

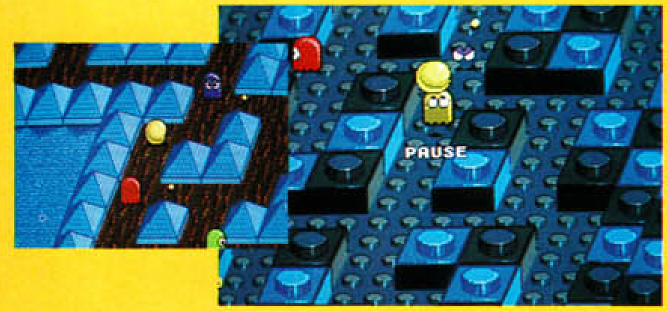
Twelve years ago PacMan took the arcade world by storm in his first history-making game. The cute characters and the simple concept attracted people who wouldn't usually play arcade games and EVEN GIRLS became hooked on the antics of the yellow blob. PacMan turned into the first real video game multi-media success story when all the merchandise, the sleeping bags and the cuddly ghost toys appeared in the shops and TV-AM started screening a crappy PacMan cartoon.

But time waits for no PacMan and though his next game (PacLand) achieved cult status among arcade players, it didn't attract the same attention as its predecessor. Then in 1987 Namco decided it was time to revive the original game concept and put a new slant on it. PacMania was PacMan in 3D.

PILLS 'N THRILLS

As well as being able to exorcise the ghosts with the aid of a power-pill, PacMan can also out-run them if he can grab a green Pac-booster pill from the centre of the maze. This conversion also lets you put a permanent Pac-booster on one of the joypad buttons for emergency use, but you can also have it switched on permanently to give Pacman a constant speed advantage.





COIN-OP COMPARISON

You'd be hard pressed to tell this version from the coin-op. The graphics are as fast, the scrolling as smooth and it even has the little animation sequences between levels. Perfick, as they used to say.

HARD TIMES

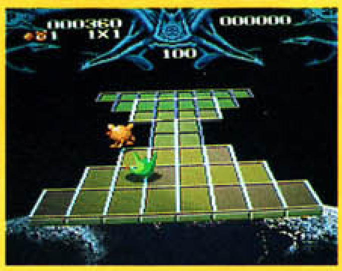
Access the options screen and you'll find PacMania has four difficulty ratings which affect the speed of the entire game. The Easy setting is slow enough for someone with the joypad skills of a lobotomised tree-sloth. Normal level is still quite slow and the average player will find the Hard setting is about right. For real experts, there's also a Crazy setting which peps up the game enough to be challenging without being unplayable.

DOMARK DO MEGADRIVE

PacMania is one of the first Tengen Megadrive titles to be released in this country thanks to a licensing deal with UK software company Domark. Tengen is the consumer side of the American coin-op giant Atari, and their relationship with Domark goes back to 1988 when they signed up the home computer conversion rights to six Tengen coin-ops, Vindicators, Xybots, APB, Toobin', STUN Runner, Klax and Hard Drivin'. The Megadrive Klax conversion (reviewed on page 32) is scheduled for release at the same time as PacMania and both are soon to be followed by Hard Drivin', Road Blasters and Ramparts. Watch out for reviews in MegaTech in the new year.

ALTERNATIVES

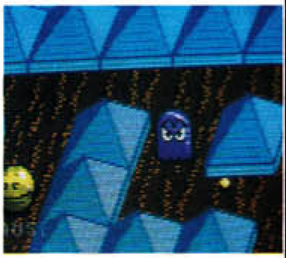
ZOOM

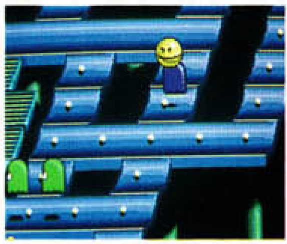


PRICE: £29.99
BY: SEGA

As in the arcade oldie Amidar, the central character in Zoom has to race around a grid of lines colouring them in, while dodging numerous nasties. The graphics are a mite duff and there's some ludicrous digitised speech but it's fairly playable.

MEGATECH RATING: 60%

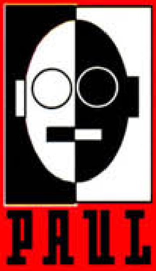




MARK'S COMMENT

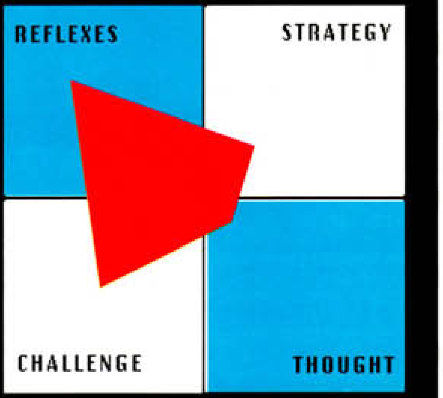
You have to hand it to this conversion for being so accurate, and it's just a shame the arcade game wasn't up to much. The graphics and sound aren't exactly awe-inspiring, but I can live with that. The real drawback is the game's lack of different levels which severely limits the game's lasting appeal as when you've been around it once, I doubt if you'll want to go back. I'm afraid video games have moved on a lot in twelve years and I don't think anyone apart from fans of the arcade game or perhaps younger players will get major thrills from PacMania.

PAUL'S COMMENT



In the arcades PacMania could get away with being an insubstantial game because you were only going to play it a few times and shell out 20p a throw. The problem with a console version is that anyone spending £35 on a game is going to expect gameplay with enough variety to keep them going for several hours at least. It takes a couple of games to go through all four mazes and unless you're a manic devotee of the coin-op you're not likely to want to go through it all again just for more points and the challenge of faster ghosts. It's a brilliant conversion, absolutely spot-on, and that's just where its problems lie. If you were a crazy-mad-loony fan of the arcade game you've got to buy it, but otherwise it's not an essential purchase at all.

PACMANIA



% RATINGS

0 50 100

82%

PRESENTATION
A HOST OF HANDY OPTIONS, AND ALL OF THE ARCADE GAME'S PACMAN THEATRE SCREENS ARE IN THERE

82%

GRAPHICS
PRETTY MUCH ARCADE PERFECT

73%

SOUND
AGAIN, ARCADE PERFECT—SUITABLY JOLLY TUNES AND EFFECTS

80%

SHORT—TERM PLAY
GOOD FUN TO BEGIN WITH, AND MODERATELY ADDICTIVE

60%

LONG—TERM PLAY
...THEN YOU FINISH THE FOURTH LEVEL AND HAVE TO START OVER AGAIN. ZZZZZ.....

70%

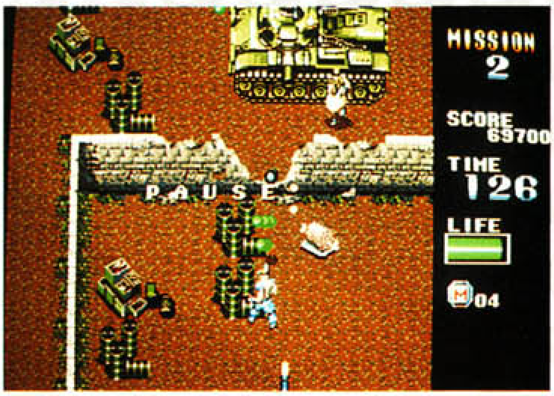
MEGATECH RATING
A PERFECT CONVERSION OF AN ARCADE GAME THAT WAS ULTIMATELY BORING.

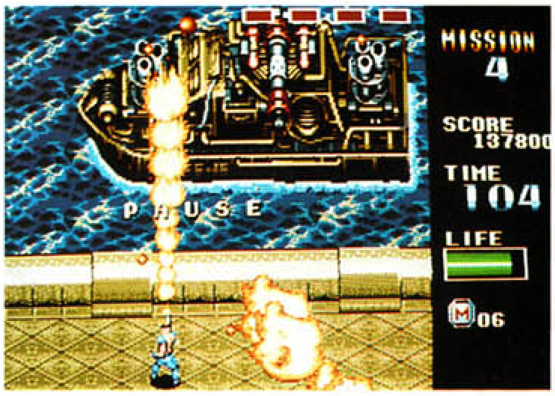
MERCS

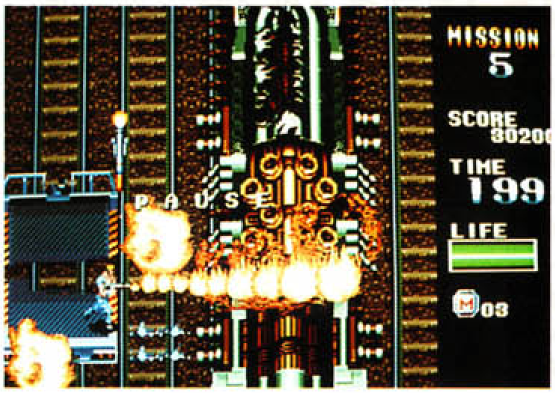
BY SEGA
PRICE: £39.99
FORMAT: 8M–BIT ROM
PLAYERS: 1
GAMETYPE: SHOOTING
CONTINUES: 3
SKILL SETTINGS: 3
RESPONSE: FAST

This is a conversion of Capcom's three-player coin-op in which a squad of top-crack-elite mercenaries are sent on an up-the-screen massacre mission. As you would expect there are a load of weapons to pick up on the way and a boss guarding the end of every level. Segα have included all of the features of the arcade game in the Megadrive conversion with the exception of the multiple player option, so you have to take on the bad guys solo.

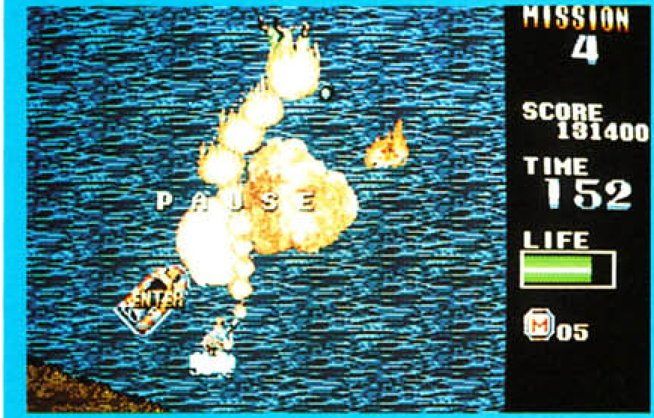
To make up for this deficiency the conversion has a new, original mission which pits you against the goose-stepping hordes of the mythical country of Quira. This time there are no weapons to pick up but you have to locate and team up with other mercenaries who are each armed with a different anti-everything weapon!







ARCADE ACTION

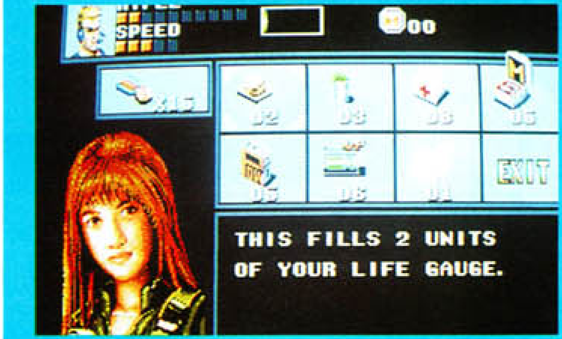


Select the Arcade option from the configuration screen and you get (not surprisingly) all the levels of the arcade game to play through. Your objective is to rescue the former US President who has been kidnapped by African revolutionaries while touring Zutura. Diplomatic reasons prevent a full-scale armed assault on the rebels so it's up to you to rescue the ex-prez single-handed. To make things easier you can raid Zuturan supply chests and grab increasingly dangerous guns, nutritious food, power-ups and bonus point medals.

MARK'S COMMENT

Games like this take me back to the old days when Commando was top dog in the arcades, and it's nice to see a game which lives up to such a classic. Though it's not without its nigglesomefaults (the animation on some of the larger sprites is sometimes lacking, for example) the game is exceedingly playable. There's a hell of a lot to kill, the levels are varied and having two different games makes Mercs great value for money. This is definitely the best game of its type on the Megadrive - which isn't difficult when you look at the opposition - but it's surely destined for classic status.

ORIGINAL AND BEST

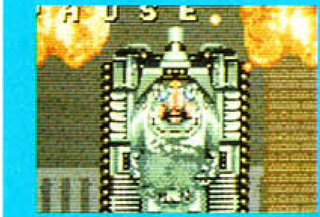


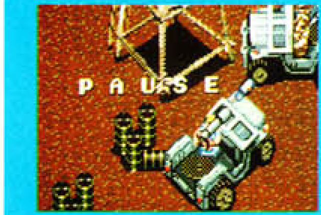
THIS FILLS 2 UNITS OF YOUR LIFE GAUGE.

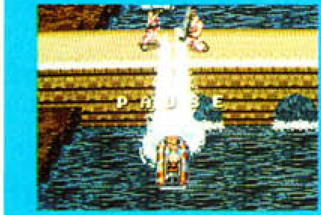
Select Original Mode and you're sent to Quira, a volatile country under the rule of a crazed dictator. Reports indicate that Quira has started developing nuclear weapons, so to maintain the balance of world power you have to blow up the weapons factory before the first missile is launched.

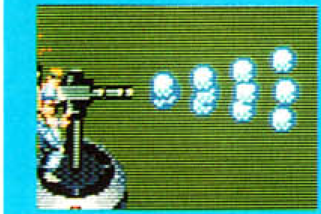
Instead of grabbing new guns from chests you join up with four other Mercs carrying different weapons (including two not available in arcade mode) and once they've joined the squad you can get them to take over the fight at any time. Each soldier can buy his own set of power-ups from the supply tents and you can boost the abilities of a weaker Merc by switching to him just before collecting an item.

CLIMB ABOARD!



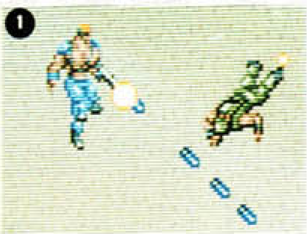


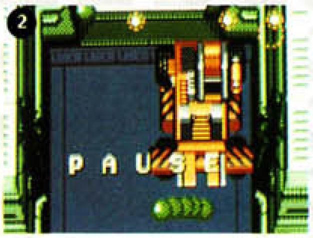




Being a high quality-crack-elite-crack-special-elite soldier, you not restricted to simply walking up the screen. At certain points you can gain outrageous destructive powers by taking the controls of tanks, torpedo boats, Jeeps and even machine gun turrets. While you're driving over enemy soldiers or launching high explosives in their direction, the vehicle protects you from enemy bullets, but only for a limited time as indicated by a gauge at the side of the screen. Whenever you're hit one unit disappears from the bar, and when it's gone completely the vehicle explodes!

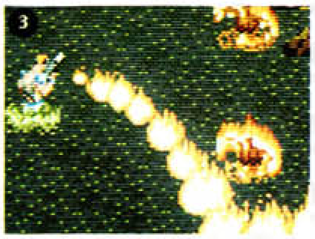
WEAPONS INSPECTION

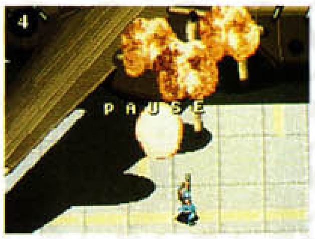




❶ RIFLE: Forward-firing machine gun which powers-up to shoot multiple streams of hot lead!

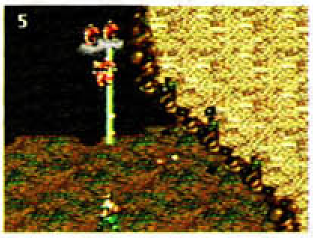
❷ SCATTER WEAPON: Shoots green death globes in up to five directions. Fast and very handy.

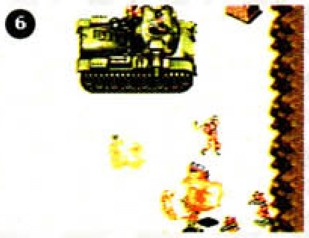




❸ FLAME THROWER: Terrorists sizzle as they're engulfed in firey death. Unpleasant, but useful.

❹ MISSILE LAUNCHER: Fires multiple high explosive projectiles. Not bad, but a little slow-firing.





❺ LASER: Amuse your friends! Incinerate your enemies! Only available in original mode.

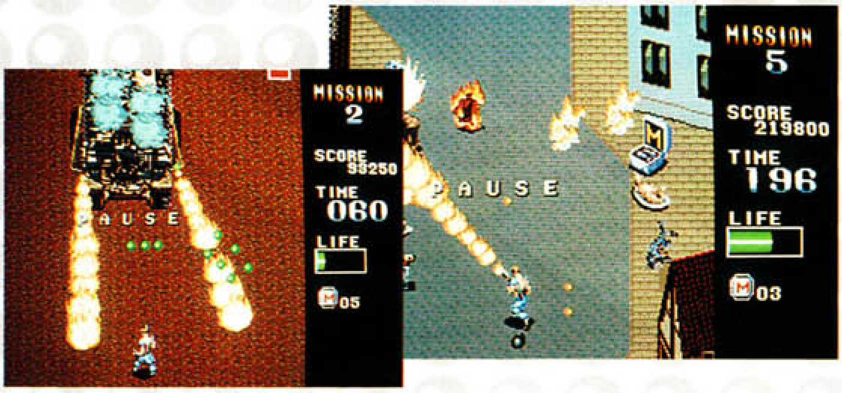
❻ HOMING ROCKETS: Launches volleys of heat-seeking warheads, but slow to reload. Only available in original mode.

PAUSE
MISSION 2
FOREST

COIN-OP COMPARISON

Capcom originally developed the Mercs coin-op as a sequel to their ancient soldiering classic, Commando. In fact, in Japan Mercs is known as Commando II, and if you're playing on a Japanese Megadrive that's the title that comes up when you plug in this cartridge and switch on.

As well as having a three player option not included in the conversion (because (a) the Megadrive hasn't got three control ports and (b) it couldn't display enough sprites for three players and their bullets anyway), the arcade game is one of those with rotating joysticks. Twisting the stick rotates the weapon so that you can run up the screen while firing behind you!



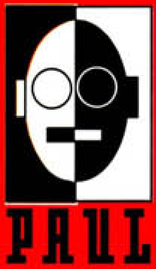
ALTERNATIVES

RAMBO III
BY: SEGA
PRICE: £29.99

Surprisingly, the only Megadrive combat game which really compares with Mercs. Guide John Rambo through loads of enemy bases, gunning down soldiers, releasing prisoners and destroying a good deal of military hardware. An older title, but worth looking up.

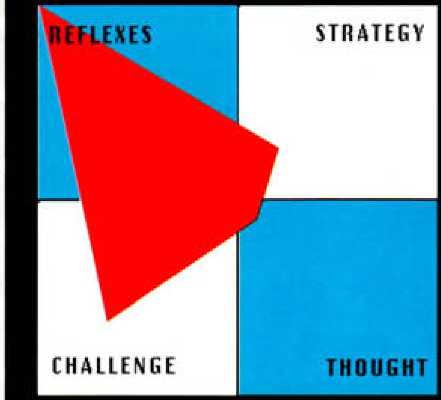
MEGATECH RATING: 79%

PAUL'S COMMENT



Mercs' guns-a-go-go gameplay is supremely destructive and the bullets-per-pixel count is possibly the greatest of any Megadrive game! All the lead flying on the highest skill setting tends to make the action s-l-o-w d-o-o-o-w-n a bit, but that's a price worth paying for the kind of wholesale sprite-death in operation here. The levels are long, varied and plentiful, and the level of challenge is sufficient to keep the average Megadrive player going until he gets his £40's worth. Hardened Mercs players obviously have an advantage as they can successfully use most of their arcade tactics but with with two missions to complete even they are getting a good deal. Undoubtedly, Mercs is one of the best Megadrive shoot 'em ups at the moment and comes very highly recommended.

MERCS



% RATINGS

0 50 100

89%

PRESENTATION
UNIMPRESSIVE INTRO SCREENS, BUT OPTION OF A SECOND MISSION COUNTS FOR A LOT

85%

GRAPHICS
SMART BACKGROUNDS AND DETAILED SPRITES BUT ANIMATION IS SOMETIMES ROPEY

84%

SOUND
EXPLOSIVE FX AND GREAT REPRODUCTIONS OF ALL THE ARCADE TUNES

91%

SHORT—TERM PLAY
DIGITAL DEATH AND DESTRUCTION ON A GRAND SCALE—REALLY EXCITING TO PLAY

80%

LONG—TERM PLAY
SHOULD KEEP THE AVERAGE GAMER GOING FOR A WHILE, BUT SHOULDN'T TAKE LONG FOR MAJOR BLAST FANS TO COMPLETE BOTH MISSIONS.

90%

MEGATECH RATING
AS GOOD A CONVERSION AS MERCS FANS COULD HOPE FOR. THE BEST COMBAT GAME ON THE MEGADRIVE TO DATE

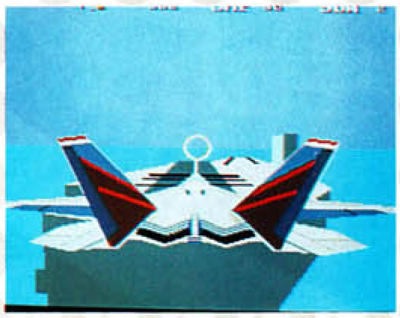
F-22 Interceptor

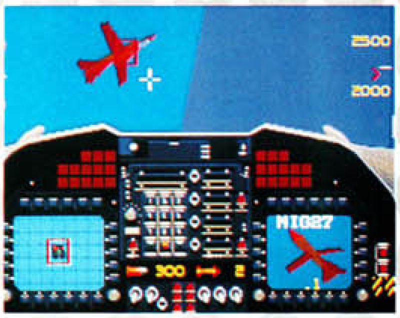
BY ELECTRONIC ARTS
PRICE: £39.99
FORMAT: 8M-BIT ROM
PLAYERS: 1
GAMETYPE: SIMULATION
CONTINUES: INFINITE
SKILL SETTINGS: 3
RESPONSE: FAST

The F-22 Advanced Tactical Fighter is the hottest piece of warplane-type hardware around, and this is your chance to fly it.

F-22 Interceptor is a simulation/shoot 'em up hybrid in which you command a fully armed F-22 with twin cannon and missiles for all occasions – from tankbusting to aerial dogfights. You start the game as a cadet and after graduating from combat school you can assign yourself to one of four warzones, Iraq, the USSR, Korea (Korea?) and the USA (where terrorist forces need to be eliminated).

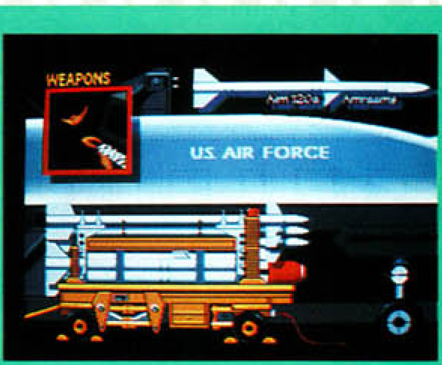
The many hazards of real combat flying are included, such as sun glare, grey outs at high G-forces, and squadrons of enemy 'planes and divisions of ground forces! There is an absolute mountain of missions to keep you going and if that's not enough, there's also a mission creator option so you can devise your own journey into the jaws of death!

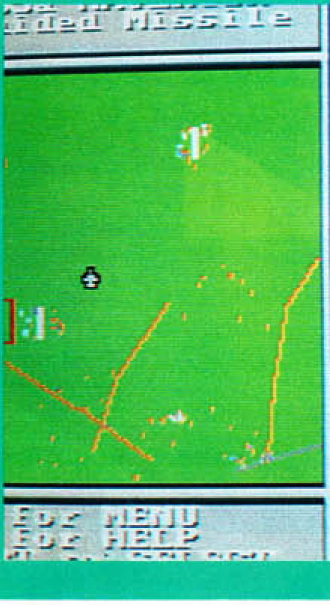


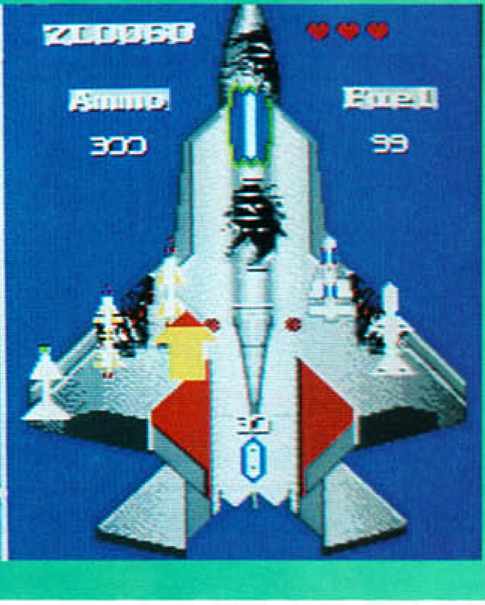


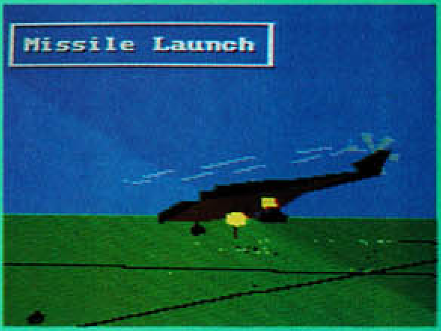
WEAPONS PILE ON

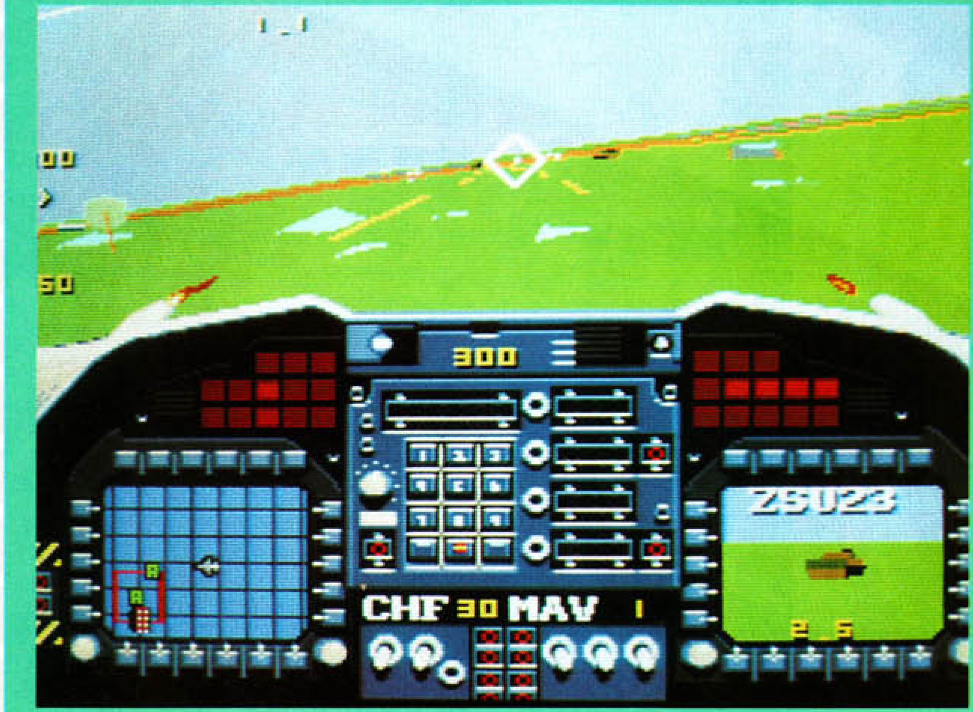
As the world's most technically advanced warplane, you'd expect the F-22 to have some pretty impressive weapons. So it will be no surprise to find that this baby can carry two 30mm machine guns, Sidewinders, Mavericks, TOW missiles and a supply of flares and chaff to throw off guided missiles. You can also take advantage of an ultra-high-tech arsenal and arm up with electronic warfare decoy missiles and hyper velocity rockets. Now they are fun!





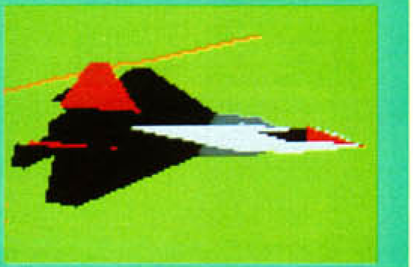






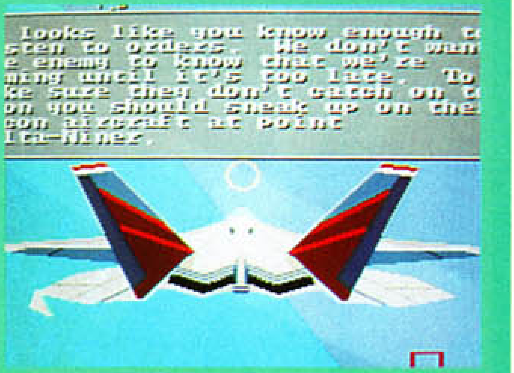
OPTIONS GALORE!

F-22 is stuffed full of tweakable options, so if you feel like viewing the action from a different angle, you can. If you want infinite missiles, bullets or fuel, feel free. If you want to make things hard for yoursel you can improve the intelligence and flying skills of the enemy pilots. There is also a range of more mundane (but still useful) options, allowing you to remove the cut-scenes from the game or turn the music off.



CUT AND RUN

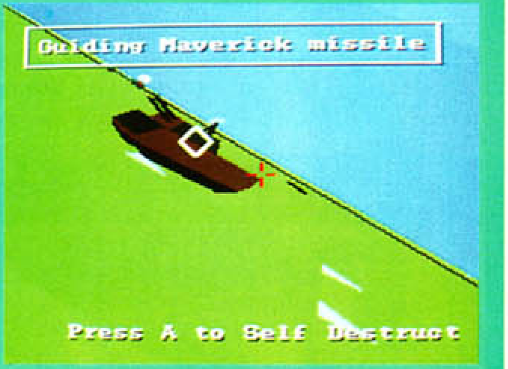
Interspersed with the action are lots of animated cut-scenes. These replay the last few seconds of a spectacular crash, skirmish or missile launch from a third person viewpoint. Although these can be annoying at times, pressing the A button skips past them. it adds a lot to be able to watch your Sidewinder thud into the underbelly of a Mig, or even to laugh at your own ineptitude as you watch your F-22 spin hopelessly nose-first into the ground.



Looks like you know enough t
sten to orders. We don't wan
e enemy to know that we're
ming until it's too late. To
ke sure they don't catch on t
on you should sneak up on the
con aircraft at point
lta-Niner.

LOCK-ON!

Not all of your missiles are infra-red or radar guided. The Mavericks and TOWs have to be steered to the target. The screen changes to show a view from the TV camera in the nose of the missile as soon as you launch one. You now have to pilot the missile to its target, which is quite difficult when the thing's travelling at a speed in excess of Mach 3, so make sure you fire them at short range or you'll have trouble getting it to hit a target.

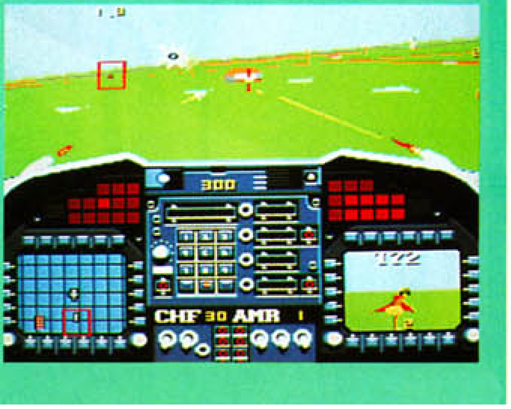


Guiding Maverick missile

Press A to Self Destruct

300
CHF 30 AMR 1
SA13

300
CHF 30 MAV 1
Zulu



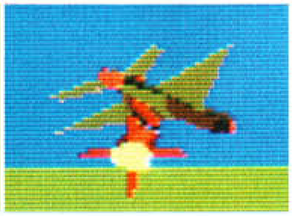
ALTERNATIVELY

AFTERBURNER 2

PRICE: £34.99
BY: SEGA

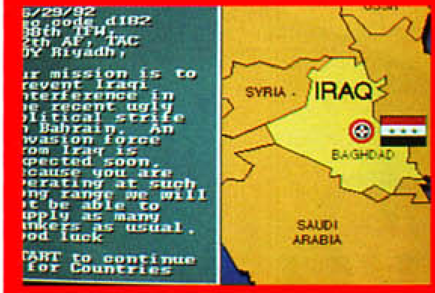
All right, so it's not a sim, but if you can't handle the technical aspects of F-22, Afterburner is the closest you can get to an alternative purchase. The emphasis is much more on straight shoot 'em up action with swarms of enemy aircraft to test your machine guns and missiles on. A good conversion of Sega's coin-op, but of course it doesn't have the depth of F-22.

MEGATECH RATING: 85%



MARK'S COMMENT

This is the first flight sim on the Megadrive, and a better introduction couldn't be hoped for. The best aspects of both shoot 'em up and flight sim have been combined to produce a game with plenty of fast action thrills and spills, but with enough realism and depth to keep it enjoyable for a long, long time. The graphics are superb, dispelling the myth that the Megadrive can't handle polygons, and soundwise, there are loads of great buzzes as missiles scrape past you, explosions when they don't, and speech telling you to pull up, break or any number of other commands. Not to put too fine a point on it, anyone after something other than yet another R-Type clone would have to be utterly Loony Tunes to miss this.

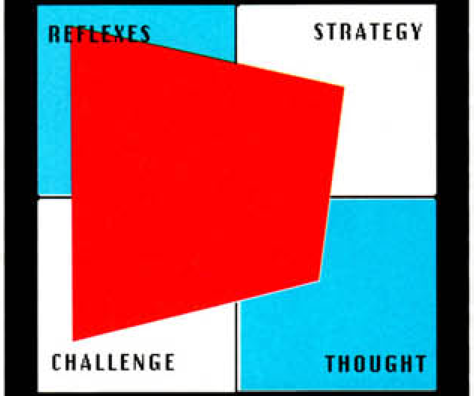


```
5/29/92
ng code d182
38th TFW,
2th AF, TAC
DY Riyadh,

ur mission is to
revent Iraqi
nterference in
he recent ugly
olitical strife
n Bahrain. An
nvasion force
rom Iraq is
xpected soon.
ecause you are
perating at such
ong range we will
ot be able to
upply as many
ankers as usual.
ood luck

TART to continue
 for Countries
```

PAUL'S COMMENT

I've been waiting for the Megadrive's first flight sim ever since I heard Microprose were planning a console version of F-15 Strike Eagle II, but I didn't expect the standard to be as high as this! Anyone expecting the sort of realism you'd find on, say, a PC flight sim may be disappointed, but if you're just after high-speed airborne thrills with lots of things to blow up and plenty of high-tech high explosives attached to your wings, well, then F-22 Interceptor is just the thing. The joypad handling takes a while to get used to and trying to keep the plane stable while you steer a MiG into your cannon sight is quite difficult at first. However, beginners can ease themselves into the game with the help of the vast array of options, such as the easy aiming, control response speed and enemy aggression levels. The missions are short, but there are zillions of them, and the Aces Challenge and the ability to set up your own missions mean you can play this for ages and ages. Definitely one for your collection.

F—22
INTERCEPTOR



% RATINGS

0 50 100

94%

PRESENTATION
LOADS OF USEFUL OPTIONS MAKE THE GAME UNBELIEVABLY TWEAKABLE

80%

GRAPHICS
LOOKS A LITTLE ROUGH IN PLACES, BUT THE VECTORS ARE FAST & SMOOTH

76%

SOUND
SWITCH OFF THE DUFF BGM AND ENJOY THE MORE SATISFYING FLYING, SHOOTING, CRASHING AND EXPLODING NOISES

89%

SHORT—TERM PLAY
SIMPLE CONTROLS MAKE IT EASY TO GET STUCK INTO FAST BLASTING ACTION IMMEDIATELY

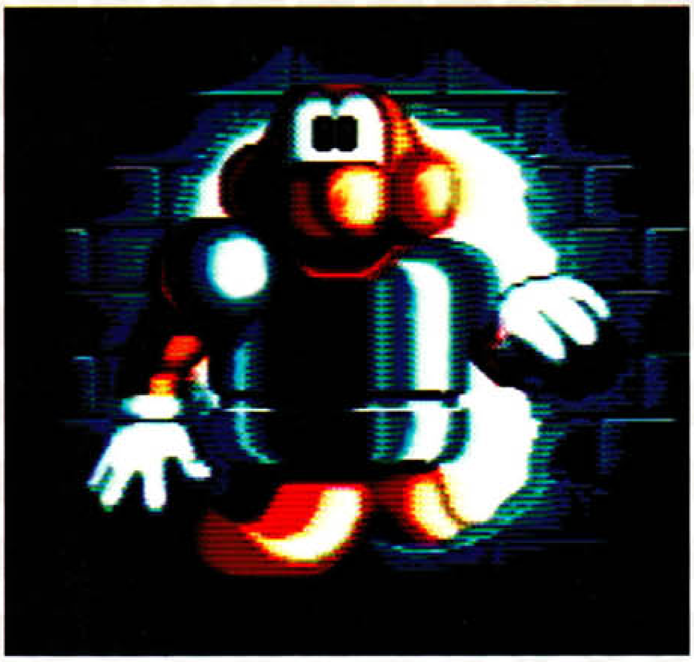
94%

LONG—TERM PLAY
THE HUGE VARIETY OF MISSIONS & OPTIONS WILL KEEP EVEN THE GREATEST GAMESPLAYER GOING FOR MONTHS

90%

MEGATECH RATING

A GREAT EXAMPLE OF WHAT THE MEGADRIVE CAN DO WHEN IT'S NOT RUNNING SCROLLING SHOOT 'EM UPS



ROBOCOD

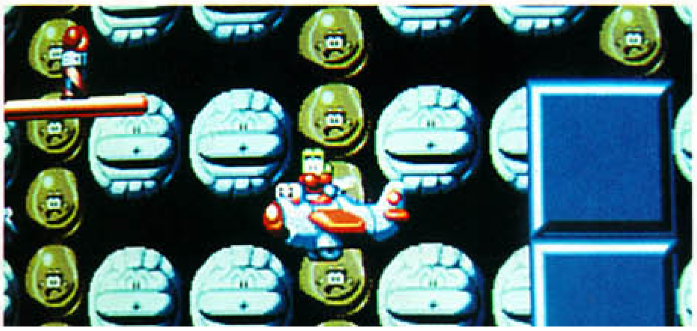
BY ELECTRONIC ARTS
PRICE: £39.99
FORMAT: 8M—BIT ROM
PLAYERS: 1
GAMETYPE: PLATFORM
CONTINUES: 2
SKILL SETTINGS: 1
RESPONSE: ALMOST TOO FAST

After his run-in with Doctor Maybe in his first adventure, F.I.S.H.'s top agent, James Pond has had some cyber-surgery which has converted him into the ultimate armoured, fish-type crime fighter... Robocod!

Robo's first assignment takes him to the North Pole where Doctor Maybe has resurfaced. The nefarious Doc has taken over Santa Claus' toy factory and is planning to take over the world by supplying maniac robot toys to all the good little boys and girls at Christmas time. Robo has to get inside and stop him of course, but Maybe has filled the factory with killer teddies, toy buses, rubber snakes and other cuddly horrors, all of which are out on patrol with orders to turn the cyberfish into tinned tuna chunks.

Robocod starts the game outside the toy factory faced with several doors. Each door leads to a different room in the factory where jolly yummy objects such as toys or sweets or footballs are produced. Most of the rooms comprise two or three levels and to get through each one Robo has to find and release a number of captive penguins before a hidden exit opens.

The plane is one of many items Robo has to find and use.



JAMES POND: BEFORE THE SURGERY

Did you know that James Pond (EA's prequel to Robocod) was one of the first Megadrive games actually designed and programmed in Britain? Plugging oil spills, protecting underwater gold reserves and disposing of dangerous nuclear waste were among the the original's twelve missions, which, like Robocod's, required the piscine crime-fighter to collect objects and dodge cutesome baddies in a platformy environment. Jolly graphics and lots of secret bonuses earned James Pond the praise (and the money) of many a Megadrive owner, and it's still well worth looking up if you're loony-mad-keen on this type of game.

IF YOU'VE GOT A PROBLEM - ICON HELP

Most objects that aren't platforms or background are dangerous. However, there are some objects that help you, providing you can find them and have enough time to collect them.

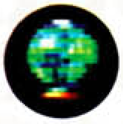
Stars: Extra energy. Robo can take a maximum of five hits before he loses a life.

Ankh: Extra life. Essential if you're going to get anywhere. They're usually hidden.

Wings: Collect these and Robo sprouts a pair of wings (surprise!).

Poison: Land on a bottle of this and you can kiss your energy goodbye.

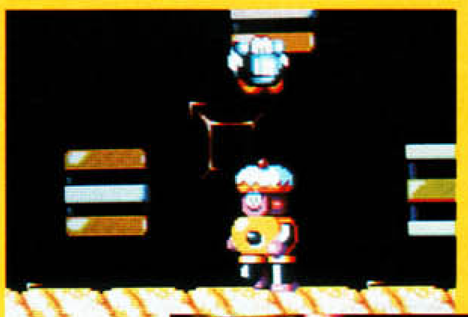
Everything else: Bonus points.

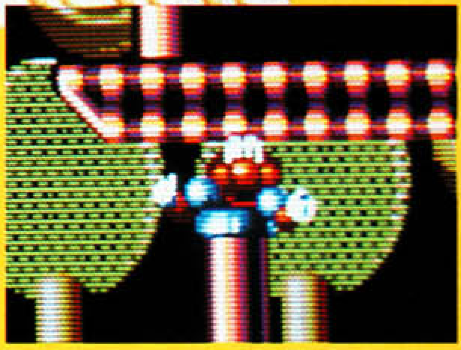


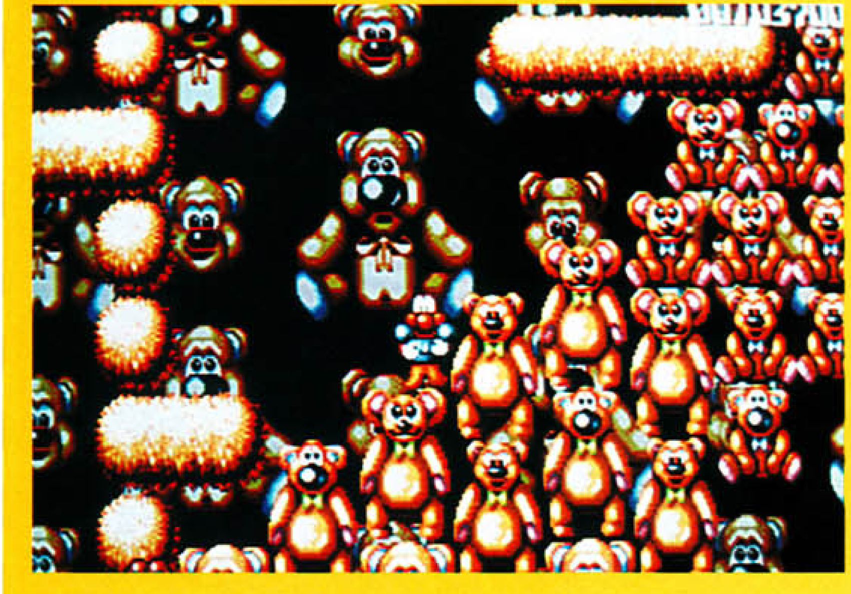
ROBO-FEATURES

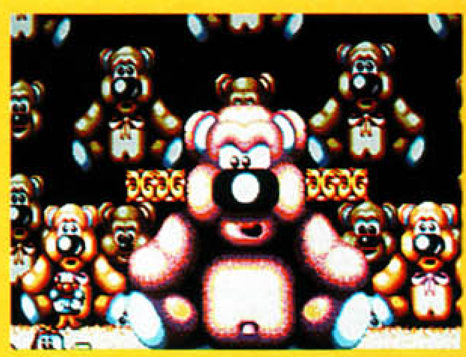
He may not be able to carry a Beretta Auto-9 pistol in his armour, but Robocod can defend himself by pulling his head and fins inside his dustbin-like torso and bouncing on any bothersome bad guys. The majority of monsters instantly disappear into a cloud of stars leaving behind a tasty morsel to boost Robo's score, but the big guys, such as this Hyperteddy, take a fair bit of bashing before they're well and truly trashed.

The other advantage of being half-fish, half-machine is that holding down the appropriate button makes Robo's flexible torso stretch upwards, allowing him to grab platforms way above his head and swing, fin over fin, to otherwise unreachable parts of the level.



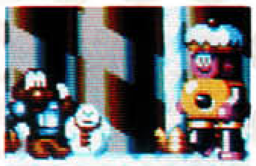




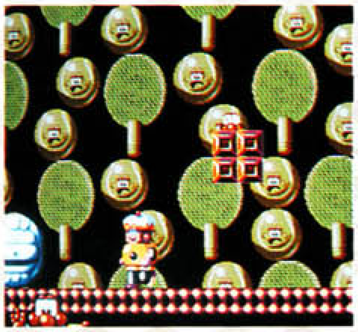


MARK'S COMMENT

Blow the cobwebs off your cheque book, defy the recession and buy this. Robocod is one of the best games I've played in ages! It's fast, very playable and the graphics are fantastic (although I'm a little sick of all this cutesy stuff – can't someone come up with a chainsaw-wielding zombie type of game?). I enjoyed hunting for all the cunningly-hidden bonus bits, but the levels are so long that it's a bit of a drag having to go through them all again when you have to restart the game – a password system would have been most welcome. Apart from that and the nauseating music I really enjoyed Robocod and anyone who likes platform games should check it out.



Robo's main form is defence is retreating into his armoured body. From this position he dole out severe wallopings to the nasties.



ALTERNATIVES

SONIC THE HEDGEHOG

PRICE: £34.99
BY: SEGA

TIME 0:24
RINGS 18
SONIC

Guide a turbocharged hedgehog through loads of levels, impaling nasties on his spikes, collecting rings and magical chaos emeralds in a quest to rid the countryside of the vile Dr Robotnik. A slightly bizarre plot, but spectacular graphics and a lot of playability make this an outstanding (if slightly easy) game.

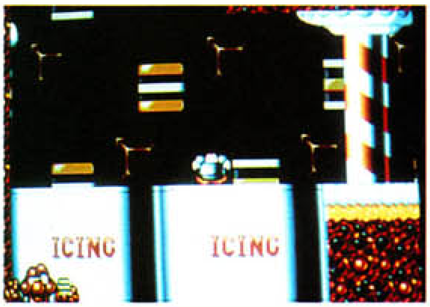
MEGATECH RATING: 92%

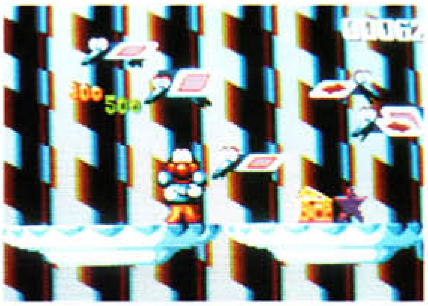
MICKEY MOUSE IN THE CASTLE OF ILLUSION

PRICE: £39.99
BY: SEGA

Mizrabel the witch has captured Minnie Mouse and carted her off to a distant castle for "the treatment", so Mickey has to brave all sorts of supernatural foes to rescue her in this platform quest. Graphically this is stunning (but then what do you expect from a Disney licence?) and it's just unfortunate that, like Sonic, it's quite easily completed.

MEGATECH RATING: 90%

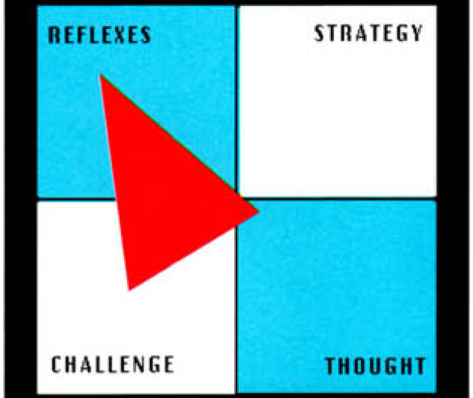




PAUL'S COMMENT

Mysteriously, I'm not quite as struck on this as everyone else in the office. It looks great and is very playable, I agree, but I think I would have enjoyed it more if it hadn't been so lacking in original ideas. There are features in Robocod which look like they've come straight from Sonic (the high-speed spanging about and the position markers), Mickey Mouse (the upside-down rooms) and Super Mario Brothers (the underwater levels). Of course, borrowing ideas is no sin, but if it wasn't for these features Robocod would be quite a dull game, because all you have to do is find your way to the end of the level while collecting as many points as possible. There's not enough danger, no clever traps and hence not that much excitement. There are enough thrills for younger players, but I would still rather be playing Sonic the Hedgehog or Mickey Mouse.

ROBOCOD



% RATINGS

0 50 100

44%

PRESENTATION
NO OPTIONS, BUT A CUTE ATTRACT SEQUENCE

91%

GRAPHICS
COLOURFUL AND VERY JOLLY THROUGHOUT.

66%

SOUND
DECENT FX, BUT NAUSEATING MUSIC REALLY GRATES

83%

SHORT—TERM PLAY
INSTANTLY PLAYABLE, BUT ACTION IS A LITTLE LACKING IN VARIETY AND EXCITEMENT

85%

LONG—TERM PLAY
FINDING ALL THE HIDDEN ROOMS SHOULD TAKE A WHILE, BUT YOU MAY GROW BORED BEFORE YOU FIND THEM

83%

MEGATECH RATING
A GREAT—LOOKING PLATFORM GAME WHICH WOULD HAVE BEEN MUCH BETTER IF THE GAMEPLAY WERE MORE SUBSTANTIAL.

ARCADE SOFTWARE

201/203 SHOPPING HALL, MYRTLE ROAD, EAST HAM, LONDON, E6
TEL: 081 471 8900 TEL: 081 470 4313

JAPANESE MEGADRIVE + JOYPAD £104.99

JAPANESE MEGADRIVE + JOYPAD & ANY GAME OF YOUR CHOICE £129.99

SUPER FAMICOM + 2 JOYPADS + POWER SUPPLY + S.G.B. CABLE + 2 GAMES £264.99

MEGADRIVE GAMES UK

688 SUB ATTACK	32.99	SPEEDBALL 2	32.99
BACK TO THE FUTURE 3	33.99	SPIDERMAN	32.99
BONANZA BROS	31.99	STARFLIGHT	32.99
BUCK ROGERS	32.99	STREETS OF RAGE	31.99
BURNING FORCE	31.99	THE IMMORTAL	32.99
CALIFORNIA GAMES	32.99	TOE, JAM & EARL	32.99
DONALD DUCK	32.99	TOKI	31.99
F22 INTERCEPTER	32.99	WRESTLE WAR	31.99
GOLDEN AXE II	31.99	XENON 2	32.99
JEWEL MASTER	31.99	PACMANIA	32.99
LAKERS VS CELTICS	28.99	MANACO G.P	29.99
MARBLE MADNESS	32.99	B.DOUGLAS BOXING	29.99
MERCS	32.99	MICKEY MOUSE	32.99
OUTRUN	31.99	REVENGE OF SHINOBI	29.99
PHEUOS	31.99	WORLD SOCCER	24.99
RINGS OF POWER	31.99	PGA GOLF	32.99
ROAD RASH	29.99	★★★★★★★★★★★	
ROBOCOD	31.99	JAP/UK CONVERTER	8.99
SHADOW OF THE BEAST	36.99	TURBO JOYPAD	14.99
SHINING AT THE DARKNESS	41.99	ARCADE POWER STICK	34.99

CHRISTMAS SPECIALS ALL JAPANESE GAMES UNLIMITED SUPPLY SELLING AT BELOW TRADE PRICE TO THE PUBLIC ALL BRAND NEW

MOONWALKER	15.99	DARK CASTLE	22.99
ESWAT	15.99	SHADOW DANCER	16.99
DICK TRACY	15.99	D.J. BOY	15.99
GHOSTBUSTERS	16.99	DYNAMITE DUKE	15.99
CRACKDOWN	15.99	STRIDER	22.99
MAGICAL HAT	15.99	ST SWORD	22.99
JEWEL MASTER	22.99	ZERO WING	22.99
ALIEN STORM	22.99	WONDERBOY III	16.99

MEGADRIVE	JAP
SPIDERMAN	25.99
SONIC HEDGEHOG	25.99
DONALD DUCK	31.99

SEGA GAME GEAR + WONDERBOY & MAINS ADAPTOR £104.99

SHOP PRICES WILL VARY POST & PACKING £1 FOR GAMES, £5 FOR CONSOLES

SEGA GAMEGEAR + MASTER GEAR + MAINS ADAPTOR £107.99

PREMIER MAIL ORDER

TO ORDER PLEASE SENT CHEQUE /PO/ ACCESS / VISA NO AND EXPIRY DATE TO:-
TRYBRIDGE LTD. (MEGA 1) 8 BUCKWINS SQUARE, BURNT MILLS, BASILDON, ESSEX, SS13 1BJ
TELEPHONE ORDERS: MON-FRI 9AM - 7PM SAT 10AM-4PM 0268 590766
24 HOUR FAX LINE 0268 590076
TITLES MARKED * MAY NOT BE IMMEDIATELY AVAILABLE PLEASE RING FOR INFORMATION

SEGA MEGADRIVE

MEGADRIVE + ALT BEAST	114.99
POWER BASE CONVERTOR	24.99
VIDEO CABLE	6.99
3D BLOCK OUT	30.99
688 ATTACK SUB	30.99
ABRAMS TANK SUB	30.99
AFTERBURNER II	26.99
ALIEN STORM	26.99
ARNOLD PALMER GOLF	26.99
* BACK TO THE FUTURE II	30.99
* BACK TO THE FUTURE III	29.99
BATTLE SQUADRON	30.99
* BONANZA BROTHERS	29.99
* BUCK ROGERS	29.99
BUDOKAN	30.99
* BURNING FORCE	29.99
* CALIFORNIA GAMES	30.99
CENTURIAN	30.99
CRACK DOWN	26.99
* DARK CASTLES	30.99
* DECAPATTACK	29.99
DICK TRACY	30.99
* DONALD DUCK	30.99
DYNAMITE DUKE	26.99
E.A. HOCKEY	30.99
ESWAT	26.99
* F22 INTERCEPTOR	30.99
FAERY TALE	30.99
FANTASIA	30.99
FATAL LABYRINTH	24.99
* FIRE SHARK	29.99

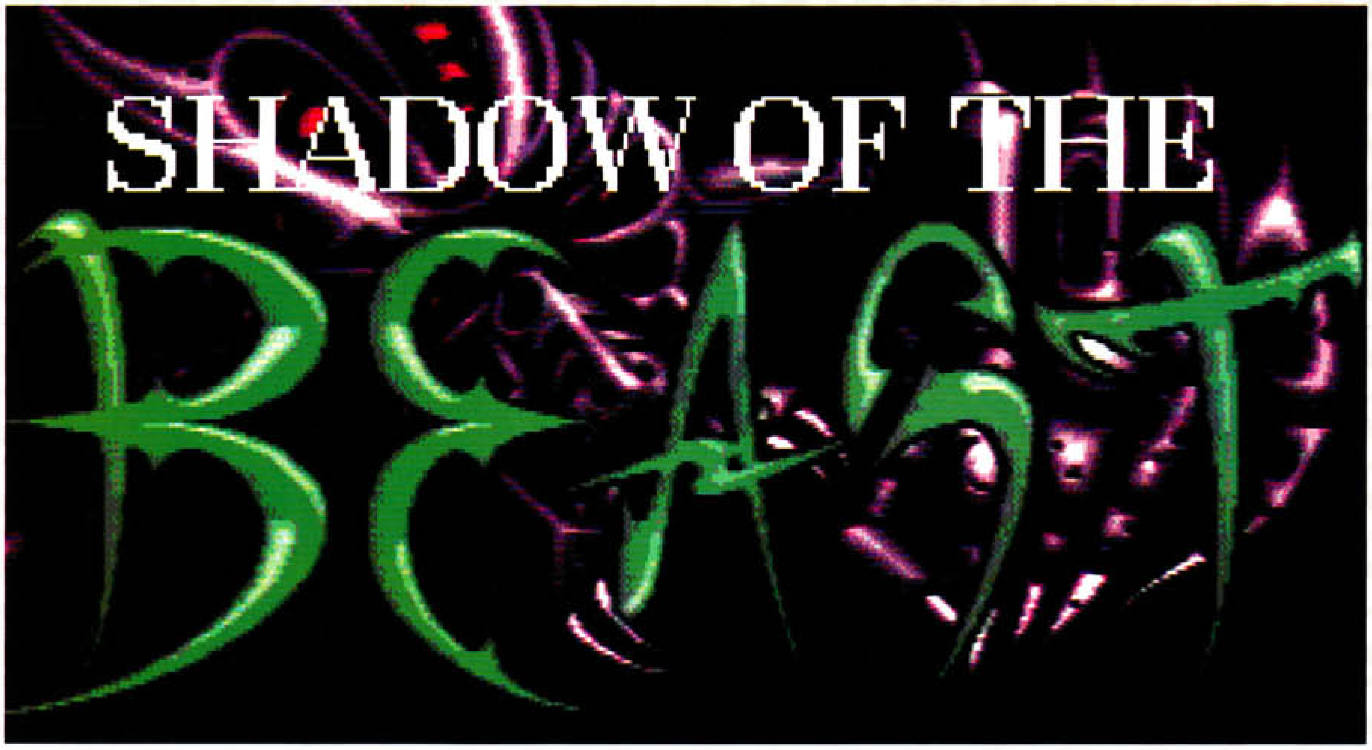
SEGA MEGADRIVE

FLICKY	24.99
FORGOTTEN WORLDS	26.99
GAIN GROUND	26.99
GHOSTBUSTERS	26.99
GHOULS N GHOSTS	34.99
GOLDEN AXE	26.99
* JAMES POND	30.99
* JEWEL MASTER	29.99
* KILLING GAME SHOW	30.99
KINGS BOUNTY	26.99
LAKERS VS CELTICS	30.99
LAST BATTLE	26.99
* MADDEN 92	34.99
* MARBLE MADNESS	30.99
* MERCS	30.99
MICKEY MOUSE	30.99
MIGHT & MAGIC	37.99
MONSTER LAIR	26.99
* MONSTER WORLD 3	29.99
MOONWALKER	26.99
* NINJA BURAI	34.99
OUTRUN	30.99
* OUTRUN EUROPA	30.99
PGA GOLF	30.99
PHANTASY STAR II	46.99
PHANTASY STAR III	37.99
POPULOUS	30.99
RAMBO III	24.99
REVENGE OF SHINOBI	26.00
* RINGS OF POWER	32.99
* ROBOCOD	30.99

SEGA MEGADRIVE

ROAD RASH	30.99
SHADOW DANCER	26.99
* SHADOW OF THE BEAST	39.99
* SHINING IN THE DARKNESS	39.99
SONIC HEDGEHOG	30.99
* SPEEDBALL 2	29.99
SPIDERMAN	30.99
STARFLIGHT	39.99
STREETS OF RAGE	29.99
STRIDER	34.99
SUPER HANG-ON	26.99
SUPER LEAGUE BASEBALL	26.99
SUPER MONACO GP	26.99
SUPER REAL BASKETBALL	26.99
SUPER THUNDERBLADE	26.99
SWORD OF SODAN	30.99
SWORD OF VERMILLION	37.99
* THE IMMORTAL	30.99
THUNDERFORCE II	26.99
* TOE JAM AND EARL	30.99
* TOKI	29.99
TRUXTON	36.99
TWIN HAWK	26.99
WORLD CUP ITALIA 90	24.99
WRESTLE WAR	30.99
* XENON II	30.99
ZANY GOLF	32.99
ZOOM	24.99

ZYDEC STEREO SPEAKERS WITH AMP £29.99

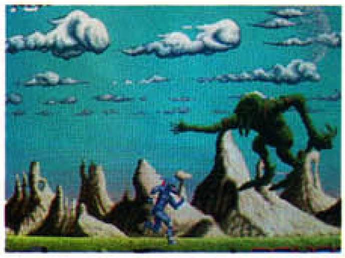


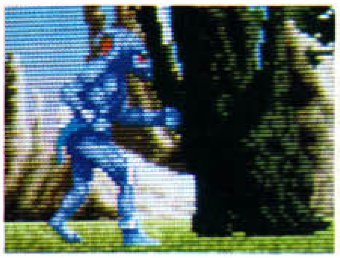
BY ELECTRONIC ARTS
PRICE: £39.99
FORMAT: 8M—BIT ROM
PLAYERS: 1
GAMETYPE: PLATFORM
CONTINUES: 0
SKILL SETTINGS: 1
RESPONSE: REASONABLE

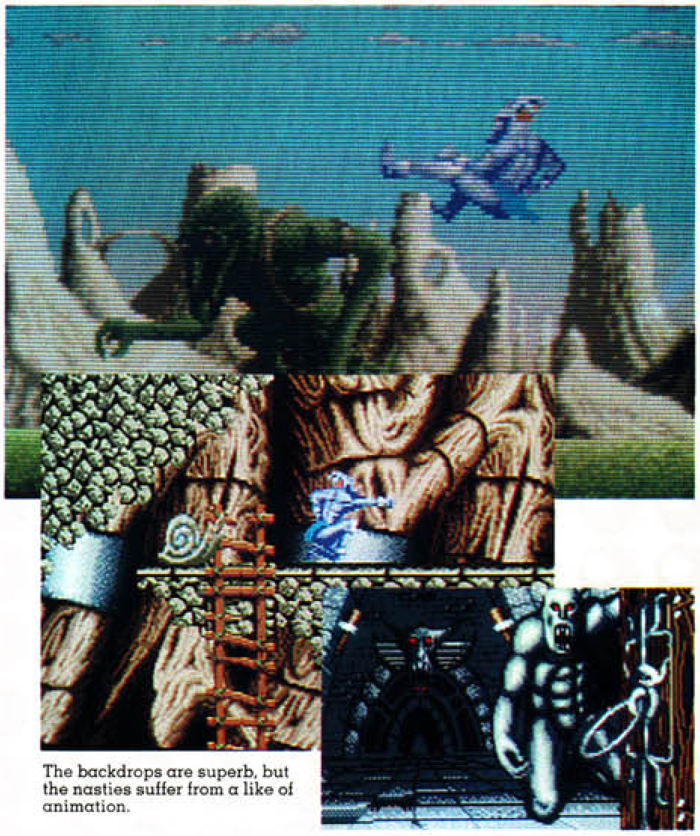
What a rotten life you've had. At an early age your entire family was brutally murdered by the Beast Lord who then kidnapped you and used his foul sorcery to brainwash you into becoming his personal slave. To make matters worse, exposure to his foul magic over the years has mutated your human form into something rather... beastly.

The telepathic cries of your dead family have awakened you from your enchanted docility and now you're out for revenge! Armed with a none-too-dangerous loin-cloth, you're out to get the Beast Lord and all his mates for giving you such a hard time. Starting from the middle of a field, you have to find your way into the Beast Lord's fortress, beating off his multi-legged, supernatural cohorts with nothing more than your fists and feet.

There are loads of items sprinkled around Beast's various levelst. Some of these are essential to progress, such as keys, whilst others can heal the beast, give him extra jumping prowess or bestow some power-up style benefits.







The backdrops are superb, but the nasties suffer from a like of animation.

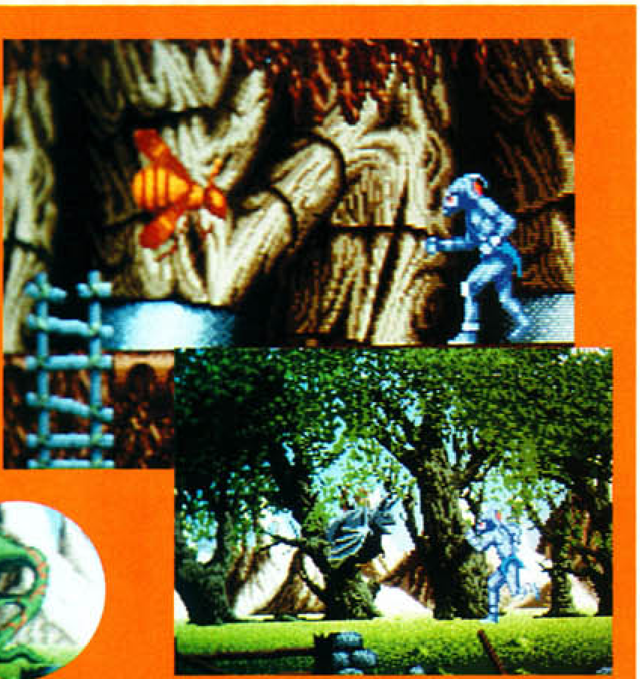
THE NATURE OF THE BEAST

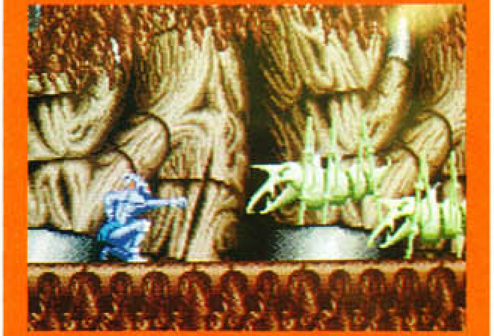
Shadow of the Beast first appeared as an Amiga title in 1989, when it set new standards for Amiga graphics and music. Unfortunately, while it looked great, the gameplay was almost nonexistent, but this didn't stop the game selling by the bucketload and hence Psygnosis released a sequel, imaginatively entitled Beast 2, which suffered from exactly the same problems as Beast 1 - all presentation and no game.

BEAST VS BEASTS

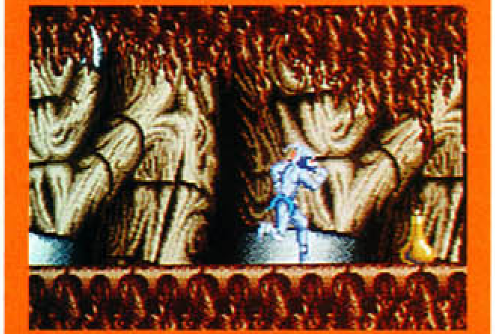
The Beast Lord certainly knows how to construct a truly gruesome monster. Amongst the grotesque meanies for Beast to bash are such delights as Pig-men, Swamp-hoppers, giant eyeballs, living statues, huge two-headed skeleton warriors and even killer slugs!

There are two guardians to each level, and they must be defeated in order. Once the lesser guardian has been vanquished, his powers are passed on to the Beast to help his kill the second, more powerful boss. If this special power is not acquired, the struggle against the final guardian is hopeless and the Beast has had his chips for sure.





Bestman's only defence is his fist.

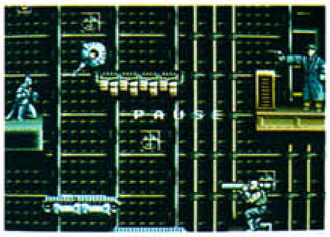


Potion s can be collected to restore energy.

ALTERNATIVES

BATMAN

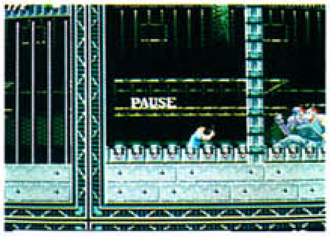
PRICE: IMPORT
BY: SUNSOFT



Batman's mission to rid the world of the Joker and his gang is the excuse for platform-based beat 'em up action in this game. Overall, a great example of the genre with atmospheric graphics and sound, although it is rather too easy.

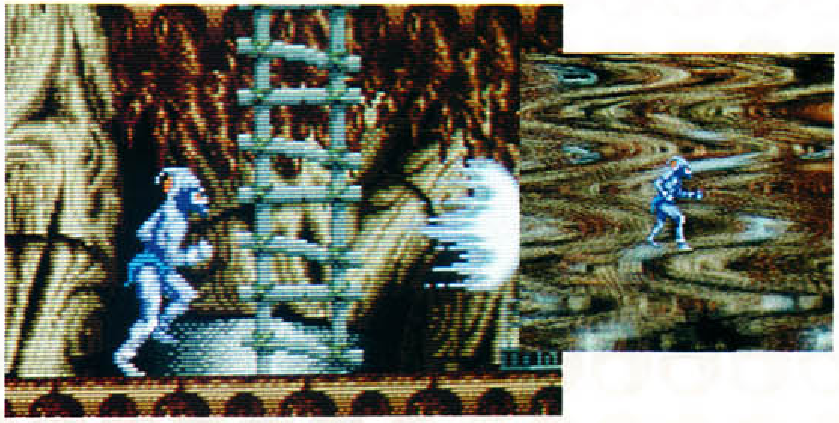
ESWAT

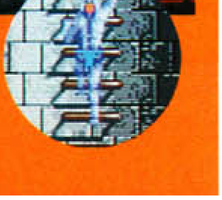
PRICE: £34.99
BY: SEGA



Become an armoured copper in this platform game packed with fast action blasting and death. Beast has more of an exploration element to it than ESWAT but if you're just after a violent platform romp, this is a good choice.

MEGATECH RATING: 85%





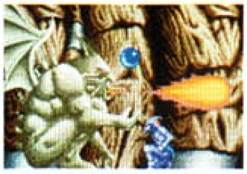
There are some things which just won't die. The only thing to do is duck your head down and run like buggery.

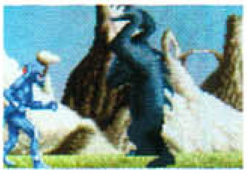
ALTERNATIVES

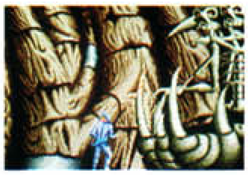
SPIDER-MAN
PRICE £39.99
BY SEGA

The Kingpin has been planting bombs all over New York and is telling everyone that Spidey is responsible! To clear his name the web-headed hero has to get past Electro, the Sandman and other Marvel super-villains to reach the fat man himself and save the city. Spider-Man combines all of the exploration of Beast with the fast-paced action of ESWAT, making it the platform beat 'em up that every Megadrive owner should go for.

MEGATECH RATING: 91%







MARK'S COMMENT

MARK

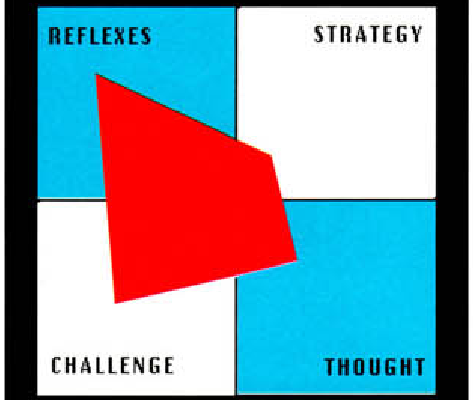
Once again, another Amiga game has been perfectly reproduced on the Megadrive, with all the graphics, sound and playability of the original. Sadly, this is where Shadow of the Beast falls flat on its face. Although the graphics are stunning, with flawless parallax scrolling and an assortment of imaginative enemies to dispose of, there is a vacuum where the gameplay ought to be. The exploration-based style is fun at first, but there just isn't enough to do and the bulk of the combat consists of punching most opponents once, then watching them fly off the screen. Likewise, the puzzles are quite easily solved, and once they completed, re-playing these parts of the game becomes very dull. If you're after an expensive demo to wow all your friends and show off the capabilities of the Megadrive, Shadow of the Beast may appeal to you. Those in full possession of their faculties, however, would be well advised to avoid this or suffer the consequences.

PAUL'S COMMENT

PAUL

Actually, I disagree with Mark here. Shadow of the Beast would be an impressive demo if you had an Amiga, but there's nothing here that hasn't been done on a Megadrive already, and without an interesting game to back up all the fancy effects there's nothing to keep you playing for any sizeable period of time. "Dull" is a good word to describe the action - find your way around the maze of platforms, punch any monsters you come across until you're face to face with a dismally stupid boss. These bosses don't use any kind of clever aggressive tactics, in fact most of them aren't even animated and the sprites just sit there breathing fire or sliding along the floor towards you. Beating them is boring the first time around, but when you die the lack of a continue or password option means you have to go through the whole tiresome process all over again from the start! A game for Megadrive-owning masochists only.

SHADOW OF THE BEAST



% RATINGS

0 50 100

65%

PRESENTATION
PLENTY OF PRETTY NARRATIVE SCREENS, BUT NO GAME OPTIONS AT ALL

80%

GRAPHICS
SUPERB SCENERY, BUT SOME OF THE SPRITES LOOK LIKE BADLY ANIMATED CARDBOARD CUT-OUT MONSTERS

71%

SOUND
THE TITLE TUNE IS PLEASANT, BUT THE IN-GAME TRACKS QUICKLY BEGIN TO GRATE AND THE EFFECTS ARE ALMOST NON-EXISTENT

68%

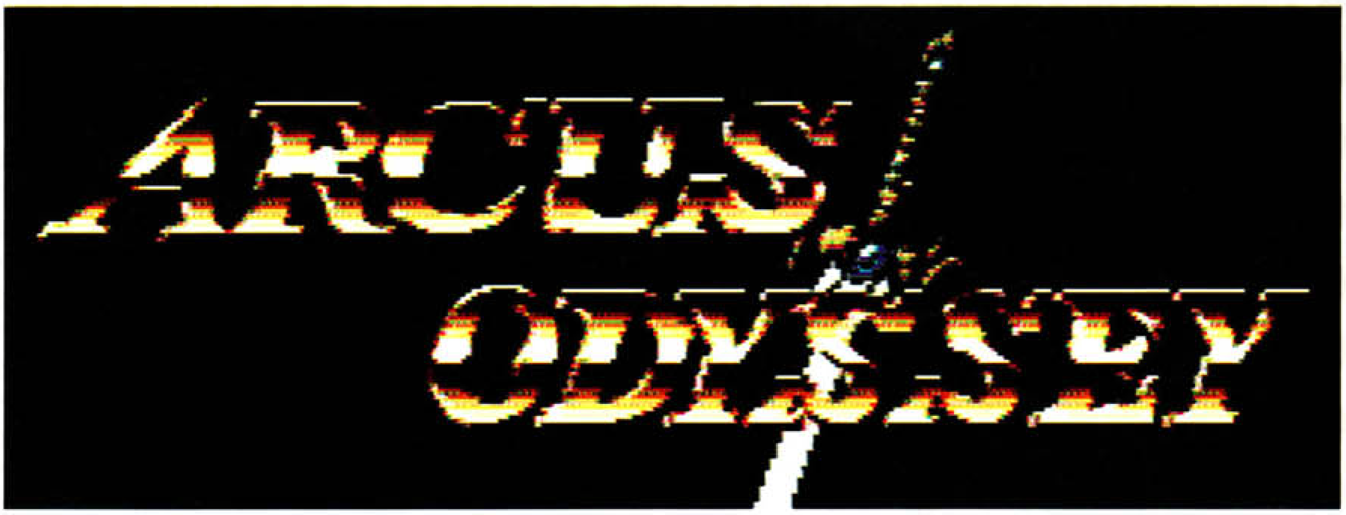
SHORT-TERM PLAY
THE PULL OF THE GRAPHICS DOESN'T LAST LONG, THEN YOU REALISE YOU'RE PLAYING A DULL EXPLORATION GAME-CUM-BEAT 'EM UP

46%

LONG-TERM PLAY
LOTS TO COMPLETE, BUT HAVING TO GO OVER THE SAME UNEXCITING GROUND EVERY GAME IS A VERY UNATTRACTIVE PROSPECT

50%

MEGATECH RATING
NICE GRAPHICS, SHAME ABOUT THE DUFF GAMEPLAY



BY: RENOVATION/UBI SOFT
PRICE: £44.99
FORMAT: 8M-BIT ROM
PLAYERS: 1/2
GAMETYPE: ADVENTURE
CONTINUES: INFINITE
SKILL SETTINGS: 1
RESPONSE: GOOD

Legend has it that a thousand years and a thousand moons ago the sorceress Castomira unleashed the power of her vile magic upon the land of Arcus. Mountains crumbled, crops were laid waste by dragonfire and the good citizens of Arcus were routed.

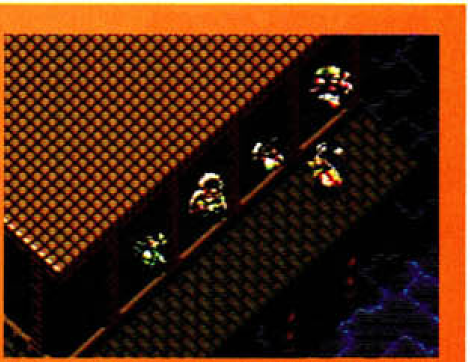
There was one human who could withstand Castorima's witchcraft and was brave enough to face her on the field of battle. Leaty was a princess of Arcus and, armed with her grandfather's Sword of Light, she vanquished the sorceress and freed her land of Castomira's tyranny. But the forces of darkness were not driven completely from Arcus, and Castomira's servants, the Dark Lords, captured the Sword of Light and hid it in a shrine dedicated to Castomira, believing that she would eventually return on the rising of the thousandth full moon... which is any minute now.

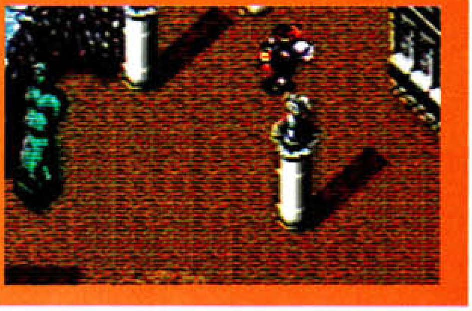
Four Arcusians have volunteered to enter Castomira's shrine, retrieve the Sword of Light and use it to destroy the Dark Lords and Castomira herself. Unfortunately only two of the four can safely enter. You (and your partner if you're playing doubles) have to choose which of the four to play as, as each has different armaments and magic capabilities. You are then placed outside the entrance to the shrine, with eight levels of scrolling labyrinth ahead of you.

The game plays rather like Gauntlet, except you have certain tasks to carry out and puzzles to solve in between exploring each maze and slicing up all sorts of hell-spawned creatures. Watch out for the chests, which contain magic items to boost your attack strength, cure you of ills and replenish your energy - you'll need all the help you can get!

GO DIRECTLY TO JAIL

Act two of Arcus Odyssey takes place in a prison built on stilts above a seething lake. Before you can escape to the next act you must find and release some of the tortured prisoners and enlist one of them to tag along and help out for a while. There are four prisoners, but one of them keels over after telling you the location of an important key, so you have Fureya Ashinae, Kahdega or Nadiru to choose from. All are armed differently (Fureya with magic fireballs, Kahdega with spinning axes and Nadiru with throwing daggers) so it's up to you to work out which will be of most help. If you're playing with someone else, both players get to choose a prisoner so you can build up a formidable force of four fighters.

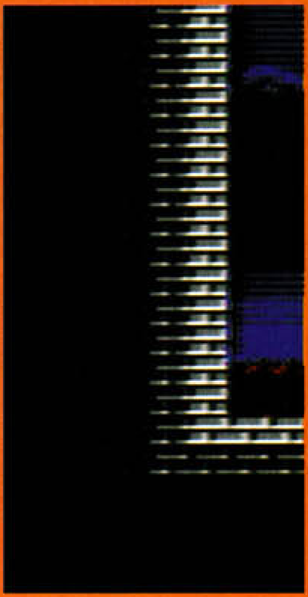

You've got to find the key before you can release the prisoners.



THE FANTASTIC FOUR

JEDDA CHEF

Jedda is the bloke with the sword - not just any sword though. He wields the Teammato Sword! It's so sharp that it creates a vacuum wave which inflicts deep wounds on the enemy. The sword is only useful at close range, though, so make sure he's accompanied by someone with a long range weapon, such as Diana.



ERIN GASHUNA

A warrior-maiden whose "swiftness and cunning technique have astonished thousands". Though she's not much cop when it comes to magic, she's the strongest of the four characters and is a master of the chain sword which she can throw or swing with devastating effects.

DIANA FIREYA

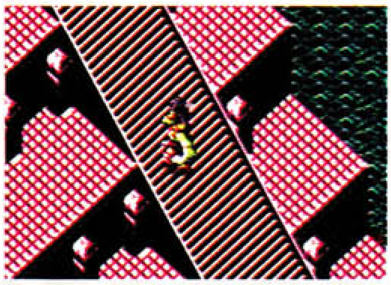
Probably the single most effective character, not only is Diana as strong as Jedda, she carries a rapid action magic longbow which can bounce arrows off walls and fire flaming shafts in three directions at once when it's powered-up. What a woman!

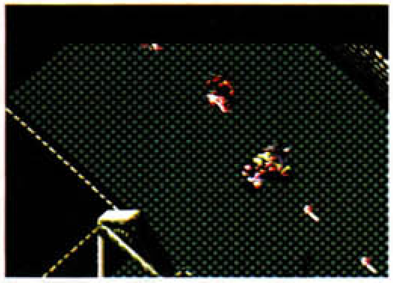
BEAD SHIA

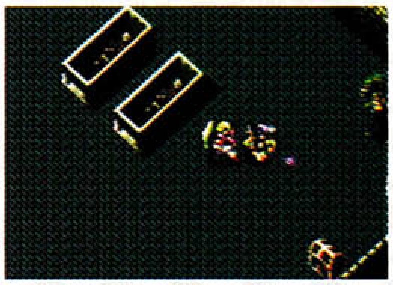
Although the manual describes Bead as a "stick fighter" he's actually the obligatory wizard-type. He can't take the hits like the others but then he is getting on a bit (59, but wonderful for his age). Mind you, if any young monsters try to mug him for his pension he can zap their butts with one of his magic fireballs!

TWO PLAYER ACTION

In the two player game the characters fight side by side, and the screen tries to encompass both so that they can never separate by more than a screen. To split the goodies evenly there are more chests to find, and generally, playing with two makes it much easier to get a long way into the game quickly.

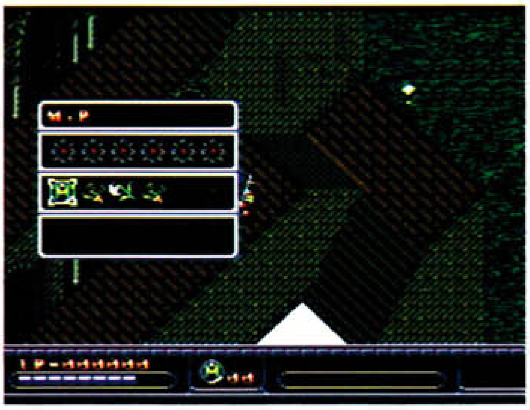


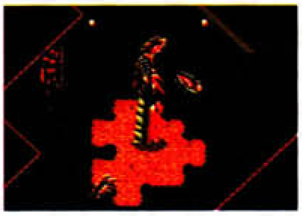




MARK'S COMMENT

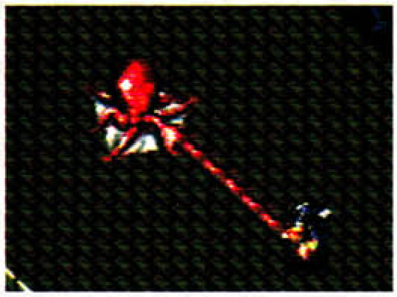
Arcus Odyssey is one of the most original games I've played in ages, and while a little rough around the edges, it's a great mix of adventure and action. It's hard to fault its playability because the action is varied and enjoyable throughout, and the superb graphics help make it a game you'll want to keep playing until you finish it. I think the game's only problem is that, although the two-player action is amongst the most enjoyable of any Megadrive game I've played, two people are an all-too formidable force, so finishing the game is a piece o' cake. Still, you'll enjoy yourself while you're doing it, thanks to such nice ideas as the extra fighters who join your party from stage two and help you blast everything to bits. The puzzles are really novel too, and I particularly liked the mission on the fire level in which you have to break down dams to redirect a river onto a burning exit door. More games like this please UbiSoft!

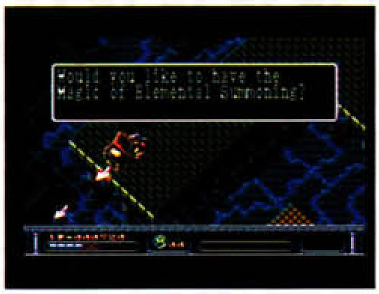




Left: Crystals can be used to upgrade your weapon, the more used, the more powerful your shot becomes.

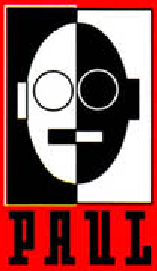
Below: Extra weapons such as the fire ring are few and far between, although they're not always very effective.





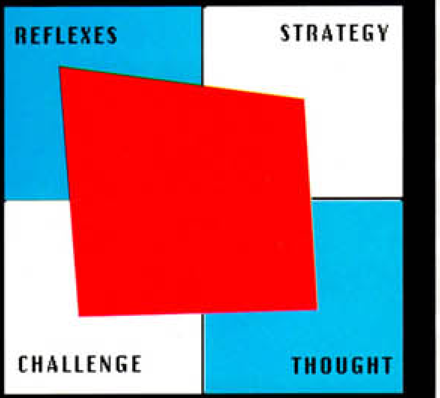
Would you like to have the Magic of Elemental Summoning?

PAUL'S COMMENT



It's a shame there aren't more games like this on the Megadrive because Arcus Odyssey is excellent! From what I'd already seen of the game I was expecting more role-playing but I'm quite happy to find that it's 85% Gauntlet-style shoot 'em up and 15% cleverly designed RPG, a combination which makes for an engrossing and enjoyable epic of exploring and destroying. As far as looks go, you couldn't really expect much more from the game. The 3D maze display is made more impressive by the great monster sprites and backdrops - the water effect in the second act is amazing! The only problem with the game is that if you use the password system the game is soon completed, especially in two player mode. If you're a solo player, though, you should have no reservations about snapping up Arcus Odyssey straight away.

ARCUS ODYSSEY



% RATINGS

0 50 100

86%

PRESENTATION
SUPERB INTRO SEQUENCE AND A USEFUL PASSWORD SYSTEM

88%

GRAPHICS
GREAT SPRITES AND BACKDROPS, WHICH FEATURE SOME TERRIFIC EFFECTS

87%

SOUND
NOTHING SPECIAL FX—WISE, BUT THE MUSIC IS VERY ATMOSPHERIC AND EFFECTIVE

90%

SHORT—TERM PLAY
THE VARIETY OF CHALLENGE KEEPS YOU PLAYING UNTIL YOU'VE FINISHED IT

75%

LONG—TERM PLAY
UNFORTUNATELY, IT'S FAIRLY EASY TO COMPLETE (ESPECIALLY FOR TWO PLAYERS)

86%

MEGATECH RATING
ONE OF THE BEST TWO—PLAYER ARCADE GAMES AVAILABLE ON THE MEGADRIVE

TECHNIQUE ZONE

Meet Humphrey Incompetent, a man who loves to play his Megadrive but has never been able to complete the Green Hill Zone in Sonic the Hedgehog. He agonises about his lack of gamesplaying skill and is the butt of many a cruel joke, but today all that will change. Today he will travel into stages he has never previously seen, because today Humphrey Incompetent is entering... the Technique Zone.

The Technique Zone contains the activation sequences for cheat modes in all the hottest Megadrive games, and if Humphrey should venture into the Hyper Technique Zone he will find full playing guides to even more titles that stump even the best gamers.

If you've discovered some hot tip or cheat, or have worked out a map or guide to one particular title, write down your information, stick it in an envelope and send it to TECHNIQUE ZONE, MEGATECH, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. What are you waiting for? Get writing, right now!

688 ATTACK SUB

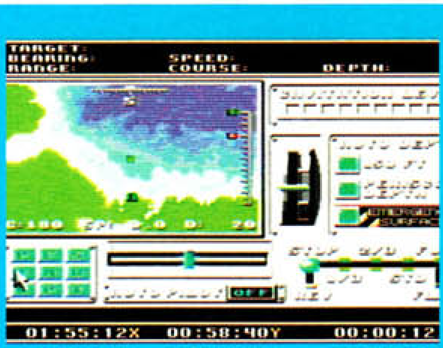
If the final Hit and Run mission has you stumped, try this method which works in Beginner and Standard modes.

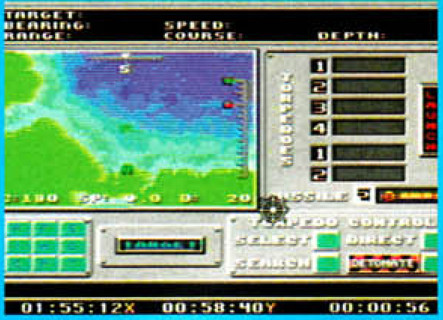
Don't start by checking your position with the periscope as the manual suggests - this achieves nothing. Instead, activate the top-down map and zoom out until an A appears. This is your target, so arm a missile and head to periscope depth.

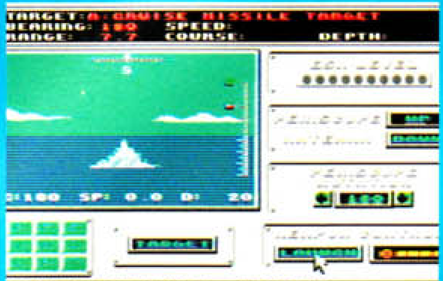
Once at periscope depth you will probably be detected by one of the many patrolling subs who will instantly launch a missile, but don't let that worry you. There's nothing you can practically do to avoid it and unless you are extremely unlucky, when the missile hits the damage will be minor.

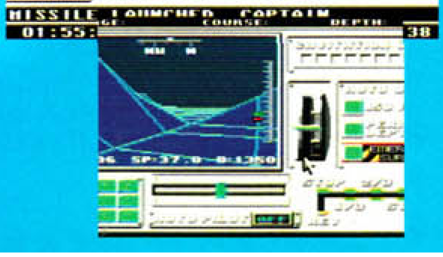
Concentrate on launching all four missiles as soon as they're ready and once they're on their way, run for it! There's no way you can check on the missiles' progress so don't hang around looking through the periscope. Set speed to 1/3 to effect a turn to 330 degrees, and head for the edge of the continental shelf. Activate contour mapping and as soon as you reach the drop-off, dive as deep as you can and increase speed to full or flank. Don't worry about cavitation, as the higher water pressure negates this.

Head in a north-westerly direction, using the contour mapping to steer around obstacles while occasionally checking the top-down map to make sure you're going in the right direction. Don't risk diving too deep, though, as the last thing you want is to scupper yourself on the sea bed.


TARGET:
BEARING:
RANGE:
SPEED:
COURSE:
DEPTH:
01:55:12X 00:58:40Y 00:00:12


TARGET:
BEARING:
RANGE:
SPEED:
COURSE:
DEPTH:
TARGET
TORPEDO CONTROL
SELECT
DIRECT
SEARCH
DETONATE
01:55:12X 00:58:40Y 00:00:56


TARGET: A: CRUISE MISSILE TARGET
BEARING: 180
RANGE: 7.7
SPEED:
COURSE:
DEPTH:
TARGET


MISSILE LAUNCHED CAPTAIN
DEPTH:
01:55:
38

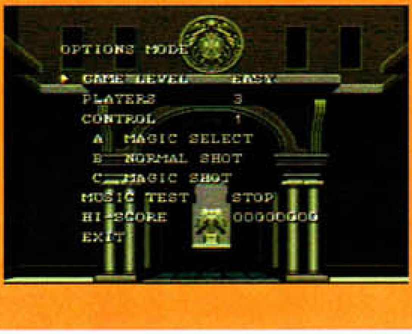
AFTERBURNER

Copping a missile up the exhaust has put paid to many and Afterburner pilots career - until now. When GAME OVER comes up try the following sequence - LEFT, LEFT, LEFT, B, B, B, C, C, C. Then hit START to carry on from where you died.

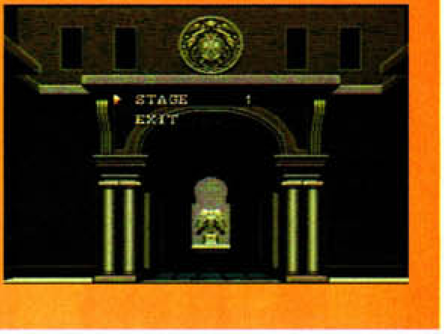
GYNOUG

On the options screen, go down to DIFFICULTY and press A, B, C and START together to get a secret EASY setting.

Alternatively, go down to CONTROL and hold down the A button and a stage select option should appear



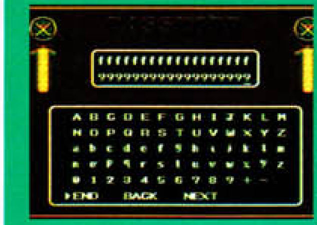
OPTIONS MODE
GAME LEVEL EASY
PLAYERS 3
CONTROL 1
A MAGIC SELECT
B NORMAL SHOT
C MAGIC SHOT
MUSIC TEST STOP
HI-SCORE 00000000
EXIT



STAGE 1
EXIT

ARNOLD PALMER'S GOLF

ADVICE
GREEN
SCORE
NO. 1
419 Y
PAR 4
THERE ARE
69YARDS
REMAINING.
NEGATE
SHOT
CLUB 5



ffffffffffffffffffff
99999999999999999999

A B C D E F G H I J K L M
N O P Q R S T U V W X Y Z
a b c d e f g h i j k l m
n o p q r s t u v w x y z
0 1 2 3 4 5 6 7 8 9 + -
END BACK NEXT

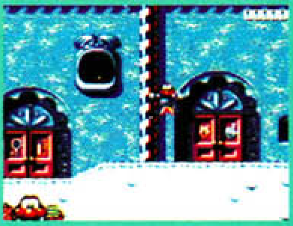
No, not a cheat to outfit your golfer with tasteful clothes, but one to access a secret tournament. On the password screen fill the top line with lowercase "f"s and the bottom with "9"s. You will then be spirited away to another course.

Alternatively, you could try hitting 100 hopeless shots on one hole and you should find yourself playing a miniature version of Fantasy Zone!

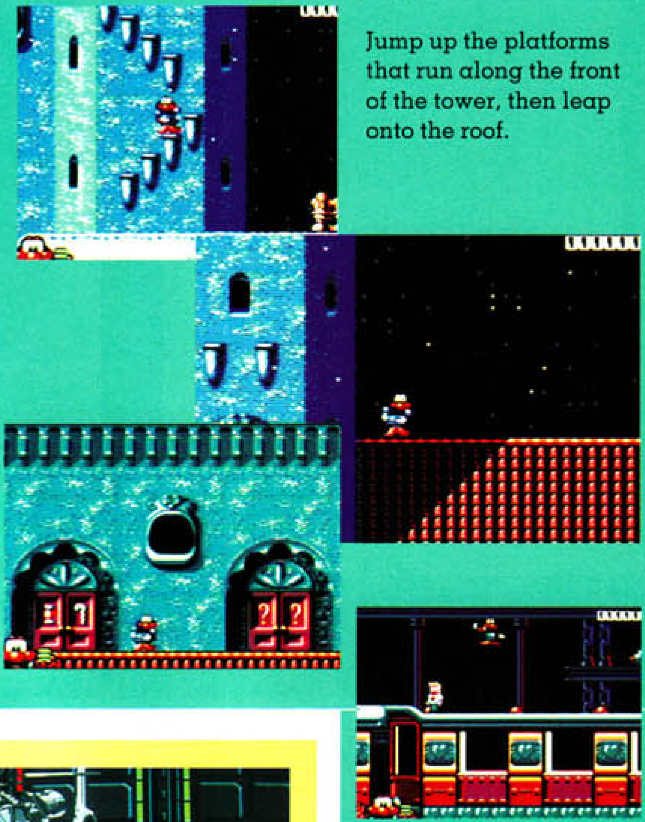
Fantasy Zone-related japes ahoy!

ROBOCOD

When the game starts, jump over the first two doors and run to the far right of the level.



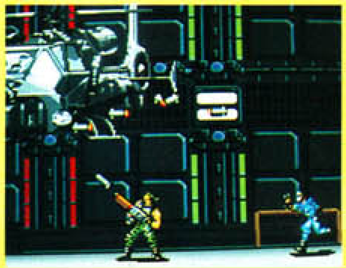
Jump up the platforms that run along the front of the tower, then leap onto the roof.



Run left into the building to get to two bonus rounds.

MIDNIGHT RESISTANCE

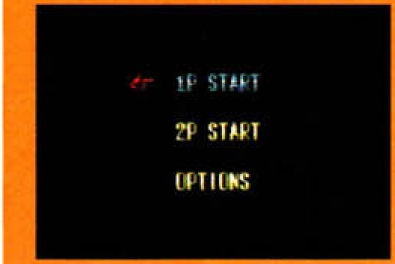
On the title screen, wait until "START" is highlighted in red, then hold down button C and press start. Once the game has begun, press start and then button A, and you'll find yourself on tyhe next level! This procedure can be repeated to access any stage of the game.



EA ICE HOCKEY

To skip the lesser rounds and get straight to the finals enter
G77JH232FVNT4SRS
which will take you to the USA versus USSR showdown. Alternatively you could try
G77H502GK9VHWDPO
to partake in the USSR versus Iceland match.

MOONWALKER


1P START
2P START
OPTIONS

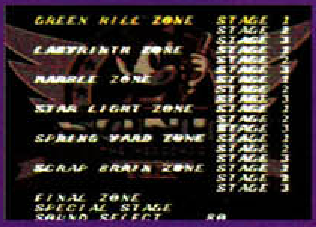
A handy level select here, but you'll need two joypads to get it working. Go to the screen with the 1P START business then push the D-button in the UP and LEFT position at the same time as holding down A and START on pad two. Now press START on pad one and if everything's been done correctly the screen clears and the level select message appears.

Use LEFT and RIGHT to select what stage you want to go to, and START to get grooving.

SONIC THE HEDGEHOG

If you're tired of the same old levels in Sonic, try making your own. This amazing cheat from James Oliver lets you select any stage and customise it! We think this may only work on early versions of the game, but give it a try anyway.

On the title screen push C, UP, C, DOWN, C, LEFT, C, RIGHT and START. If it's worked you'll hear a chime. Now hold down A and START until the game begins. Press B and Sonic should turn into a ring. Hitting A will change the ring into a different sprite, and C places it on the background. This means you can fill the screen with rings, springs or nasties, thus making it very easy to get to the special stage (just fill the end screen with 50 rings!)


GREEN HILL ZONE STAGE 1
STAGE 2
STAGE 3
LABYRINTH ZONE STAGE 1
STAGE 2
STAGE 3
MARBLE ZONE STAGE 1
STAGE 2
STAGE 3
STAR LIGHT ZONE STAGE 1
STAGE 2
STAGE 3
SPRING YARD ZONE STAGE 1
STAGE 2
STAGE 3
SCRAP BRAIN ZONE STAGE 1
STAGE 2
STAGE 3
FINAL ZONE
SPECIAL STAGE
SOUND SELECT 80

This cheat also makes you invincible, but you lose a life if you get squashed, or fall off the bottom of the screen. If Sonic drops into a pit of spikes he won't be able to escape and you'll have to reset the game.

If you put in too many extra sprites the game slows down, and remember you have to be Sonic to finish a level. Apart from that you're free to redesign the levels.

SPECIAL STAGE

If you press B you'll change into a mass of lines. Fly straight to the chaos emerald and hit B to change back to Sonic.

FINAL SCREEN

If you change into another sprite the tubes and electro-balls can't hurt you. Wait until Robotnik is some distance away then turn back to Sonic and bounce on his head.

To alter the ending hold down A, B, and C while Sonic bombs across the Green Hill Zone. Collecting six chaos gems also changes the finishing sequence.

ALSO...

To finish the Green Hill Zone with three emeralds, activate the options screen and select Special Stage. After collecting the emerald from this stage, you will start on act one of the first level. Collect the emeralds from the act one and two bonus levels, and hey, presto! You'll have an amazing three chaos emeralds instead of a less amazing two. Super.

DIAL-A-TIP

CHEATS, TIPS AND GAME SOLUTIONS

CHEATS GALORE
0898 101 234
(FROM IRELAND RING 03000 21244)
CONSOLE HOTLINE
0898 299 390
CONSOLE CHEATS AND TIPS
0898 299 391
NEW SERVICE **SEGA CHEATS AND TIPS**
0898 299 333
NEW SERVICE **NINTENDO CHEATS AND TIPS**
0898 299 313
NEW SERVICE **SHADOW OF THE BEAST HELPLINE**
0898 442 022
NEW SERVICE **HEROES ON THE LANCE HELPLINE**
0898 442 025
NEW SERVICE **THE IMMORTAL HELPLINE**
0898 445 928
COMPUTER FUNLINE
0898 299 399
FOR FULL INFORMATION ON ALL OUR OTHER HELPLINES, RING
0898 445 904

ALL SERVICES UPDATED WEEKLY

PROPIETOR.- JACQUELINE WRIGHT P.O. BOX 54, SOUTHWEST MANCHESTER M15 4LS
CALLS COST 36P A MIN AT 'CHEAP' RATE AND 48P A MIN AT ALL OTHER TIMES.

VISA

M.V.L. SOFTWARE

Access

TEL: 0354 56433 FAX: 0354 660861

When you want to buy from a shop but with Mail Order facilities buy from us!

FOR TRADE ENQUIRIES ONLY TEL: 0354 661066

Megadrive to play English, U.S.A. Jap	£110.00
As above but with any 2nd hand cart	£118.00
As No1 but with choice of selected new games	£125.00

Sega Master System II	£59.99
Sega Master System II Plus	£89.99
Sega Game Gear	£97.99
With any games	£118.99

Jap Game Gear Plus games	£105.00
Master Gear Convertor	£29.99
Wide Screen	£18.99
Link Lead	£7.99

English Importors Game £19.99 or £24.99
Gameboy with Tetris plays any 2nd Hand Game £74.99

WIDE RANGE OF NEW UK + IMPORTED GAMES FOR ALL THE ABOVE WIDE RANGE OF 2ND HAND GAMES FOR ALL MACHINES. PRICES FROM £6.00

Nintendo NES and GamesNew and Second Hand (CALL)

Super Famicom and Games New and Second Hand (CALL)

U.S.A. Famicom and Games (Call) Games adaptor for American to Jap

WANT TO PART EXCHANGE YOUR OLD CONSOLE AND/OR GAMES THEN TRY OUR PART EXCHANGE SERVICE

Accessories - Blank Disks - Joysticks - Software - Mice - etc

AMIGA
COMMODORE 64
AMSTRAD

ATARI ST
ATARI LYNX
SPECTRUM

MAKE CHEQUES/PO'S TO M.V.L.

Automatic Privilage membership Free with 1st Order
P&P £1 Software, £5 Hardware, £8 24hr Courier Delivery
Callers Welcome to the shop 9am to 10pm 7 days a week

M.V.L. SOFTWARE
WHITEHART BUILDING, NENE
PARADE, MARCH, CAMBS. PE15 8PH
TRADE ENQUIRIES WELCOME

MEDLANTIC HI TEC LTD

10 CHURCH STREET, MARKET BOSWORTH
WARWICKSHIRE CV13 0LG

TEL: (0455) 292405 / 291865
FAX: (0455) 291865

OPEN
MON-SAT
8.30AM - 6.00PM

VISA

MEGADRIVE GAMES

Access

NEW RELEASES

SEGA MEGADRIVE + POWER PACK	£95.00
ROAD RASH	31.95
FATAL REWIND	29.95
PGA TOUR GOLF	33.95
ICE HOCKEY	29.95
ROBO COD	29.95
F22 INTERCEPTOR	34.95
RING OF POWER	34.95
BUCK ROGERS	34.95
JOHN MADDENS 2	29.95
DONALD DUCK	29.95
CD DRIVE	285.00
CD GAMES FROM	34.95

PLEASE CALL FOR TITLES

GAMES IN STOCK FOR
FAMICOM
GAMEGEAR
GAMEBOY
LYNX

CALL FOR LATEST TITLES NEW & USED ON ALL CONSOLES

MEGADRIVE + ANY GAME	135.00
MEGADRIVE + SONIC	129.95
MICKEY MEGADRIVE (FANTASIA + CASTLE OF ILL)	149.95
MEGADRIVE + PSU	98.95
JOYPAD	13.95
UK/JAP ADAPTOR	6.95
STEREO LEAD	7.95

SECOND HAND GAMES AND PART EXCHANGE WELCOME, ALL TO FIND OUT PRICES

Send all cheques/P.O. to the above address or phone with credit card details.
Please add £1 per game
£5 per machine.

GENERAL RELEASES

AERO BLASTERS	32.95
ALIEN STOMR	32.95
BLOCKOUT	34.95
DINOLAND	34.95
EA HOCKEY	38.95
FANTASIA	37.95
GYNOUG	29.95
HARDBALL	34.95
J. MADDENS FOOTBALL	29.95
MAGICAL HAT	21.95
MIDNIGHT RESISTANCE	29.95
PGA TOUR GOLF	37.95
RINGSIDE ANGELS	29.95
RAIDEN TRAD	34.95
SONIC HEDGEHOG	32.95
STAR CONTROL	29.95
SPIDERMAN	38.95
STREETS OF RAGE	34.95
SUPER AIRWOLF	32.95
WRESTLE WARS	32.95
DICK TRACY	22.95
STRIDER	24.95
GOLDEN AXE	24.95

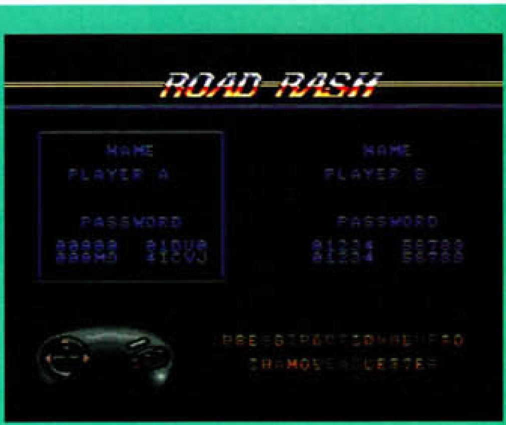
OUTRUN

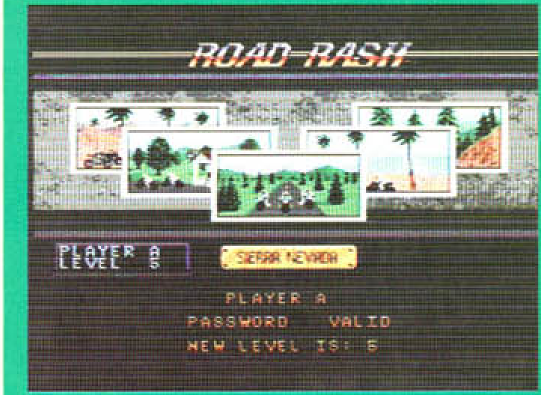
To make this game more challenging set it to any level above easy and start the game. Now all you have to do is get to the second checkpoint without crashing into the scenery or hitting any other cars. If you've done this correctly you'll find a Sega airship, Galaxy Force star fighter or Afterburner plane waiting for you. Reset the game and go to the option screen. You should now be able to set the game's difficulty to hyper, which speeds things up considerably.

ROAD RASH

Start the game on level four with this code from Wayne Turner of Chelmsford.

00000 01DU0
000M9 4ICVJ





Even better is this code which takes you to level five.

00000 05BJ1
0059U 574C8

MUSHA

If you're one of the few people who find this game difficult, try these cheats.

Pause the game and press UP, UP, UP, DOWN, DOWN ,LEFT, LEFT, LEFT, RIGHT, RIGHT, C, C, B, A then unpause the game to get 20 continues.

If this doesn't help reset the machine 11 times, wait for the title screen to appear, and hold LEFT and DOWN while accessing the options menu. You should now be able to select your starting round.

STREETS OF RAGE

If you should ever find yourself running out of lives in this brill beat 'em, unplug your joypad and plug it into port two. Lo and behold, an extra four credits are yours for the taking, although this doesn't work on the last level.

STORMLORD

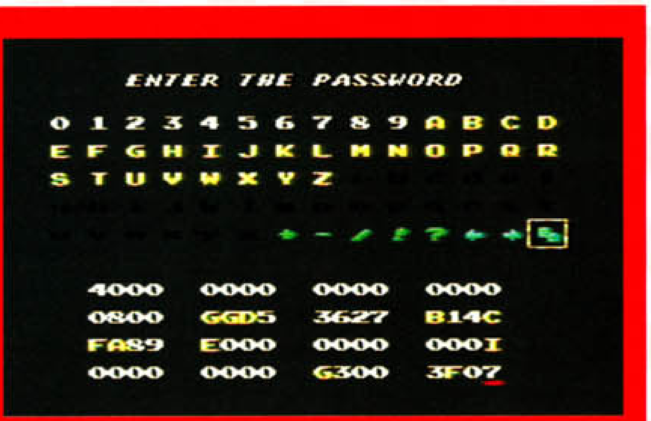
Despite being a complete duffer on the playability stakes, there are actually some cheats for this game. Pressing A, A, A, A, C, C, B, B, B, C and A at any time during the game gives you nine lives!

For extra time hit pause then B, A, A, A, C, UP, UP, UP, A, A and A, and to skip a level hit C, B, B, B, A, A, A, A, C, C, A, A, A and A. The last one can be used again and

SUPER MONACO GP

Dale Crampton of Manchester sent in this code which lets you start in the second year of the new Grand Prix, at the top of the rankings with the highest driver's points in the Madonna team. And you can't get much better than that.

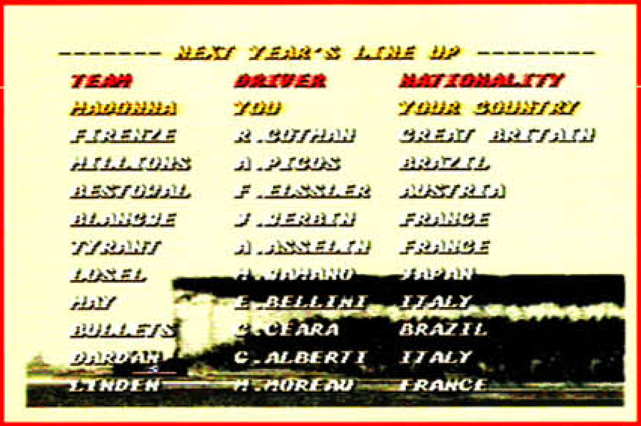
4000 0000 0000 0000
0800 GGD5 3627 B14C
FA89 E000 0000 000I
0000 0000 G300 3F07



ENTER THE PASSWORD

0 1 2 3 4 5 6 7 8 9 A B C D
E F G H I J K L M N O P Q R
S T U V W X Y Z
+ - / ! ? ← →

4000 0000 0000 0000
0800 GGD5 3627 B14C
FA89 E000 0000 000I
0000 0000 G300 3F07



------- NEXT YEAR'S LINE UP --------

TEAM	DRIVER	NATIONALITY
MADONNA	YOU	YOUR COUNTRY
FIRENZE	R.COTMAN	GREAT BRITAIN
MILLIONS	A.PICOS	BRAZIL
BESTOWAL	F.EISSLER	AUSTRIA
BLANCHE	J.HERBIN	FRANCE
TYRANT	A.ASSELIN	FRANCE
LOSEL	M.MIHANO	JAPAN
MAY	E.BELLINI	ITALY
BULLETS	G.CEARA	BRAZIL
DARDAN	C.ALBERTI	ITALY
LINDEN	M.MOREAU	FRANCE

THUNDERFORCE 3

Pause the game at any stage and then press UP ten times, then alternately press B and DOWN repeatedly. As you hit the buttons you should see the weapons appearing in the box at the top of the screen. Now unpause the game and you should be endowed with max firepower and the next power-up you come across will be a CLAW.

TOP SCORE
68000
0

ULTIMATE TIGER

Chris Newman of Bermondsey discovered the stage select on this helicopter-borne shooting-type game, press UP, DOWN, RIGHT, LEFT and START on the title screen.

For full power at any point in the game. Press START to pause and then UP, DOWN, LEFT, RIGHT. Hold button A, press START and it's high-powered blasting thrills all the way.

CASTLE OF ILLUSION

STARRING MICKEY MOUSE

POWER
TRIES x06
ITEMS x07
SCORE 0014040

A classic Megadrive game which often throws up problems is Mickey Mouse: Castle of Illusion. Here's the Julian Rignall (that's THE Julian Rignall) guide to help you defeat each of the end-of-level guardians, plus tips on how to negotiate the seemingly impassible hill at the end of level three...

LEVEL THREE

This is incredibly easy - simply throw an apple at each gremlin as soon as it hits the floor.

LEVEL FOUR

PAUSE
POWER
TRIES x04
ITEMS x15
SCORE 00069

To kill the dragon stay on the middle platform, as this is the safest one to operatefrom. When the dragon appears, lob a ball at its head. If you run out of balls, leap high into the air, go into bottom-bomb mode and land on its head. It takes a bit ofpractice doing it this way, but it's possible to kill it using this method.

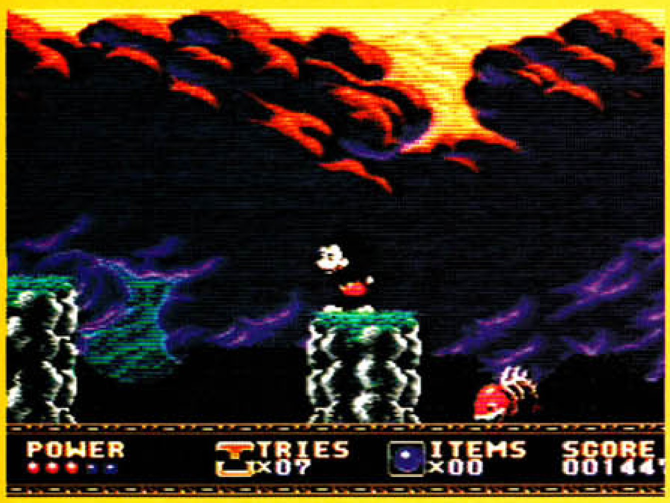
LEVEL FIVE

Killing the ogre isn't easy. Walk up to him and get your finger ready on the jump button. When he grits his teeth you can either jump away from him and throw a candle at him, or jump towards him and bottom-bomb his head. He turns redder and redder each time you hit him, and when

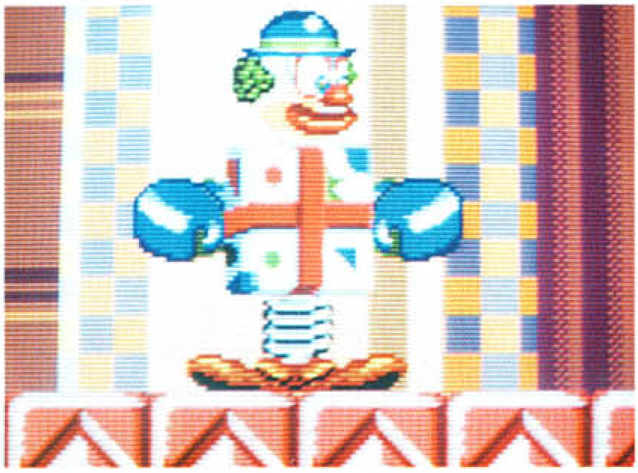
PAUSE
POWER
TRIES x04
ITEMS x00
SCORE 0016340

LEVEL ONE

Stay at the bottom left-hand side of the screen, and when the log attacks, jump up and over it, then jump over it again as it returns to the tree. The log hits the tree and some acorns fall. Avoid these and either fire at or bottom-bomb the log. Simply repeat the process and five hits later he's matchwood.



LEVEL TWO



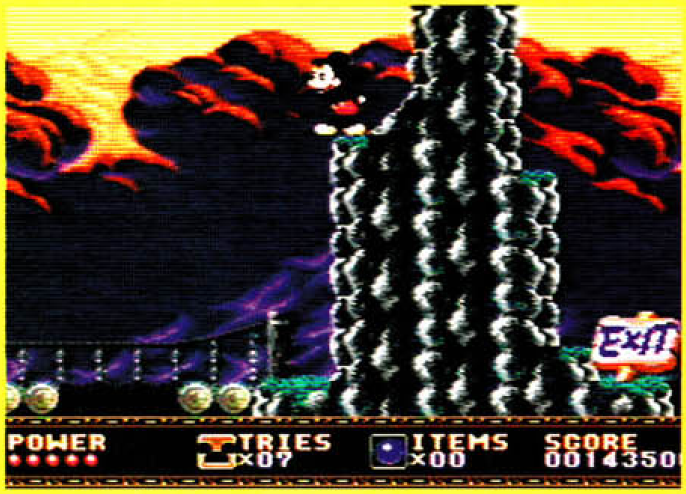
As the clown leaps, run under him so he doesn't land on you. On his second jump, duck just before he lands. If he doesn't extend his arm he'll leap up a third time - dodge again and duck before he lands because he'll definitely extend his arm. When his arm retracts, he throws four easy-to-avoid springs and then sits there for a couple of seconds; either bottom-bomb his head or chuck an apple at him. Repeat the process until he dies.

LAST LEVEL

The evil witch Mizrabel herself! When all the ghouls have been fired at you, go to the top right hand and wait on the left hand side of the platform. Wait for the witch to appear below you and dodge the ghouls she fires at you, then quickly bottom-bomb her head. If she appears on the right of the screen, jump to the bottom left hand corner of the screen and return to your previous position as soon as the ghouls have been fired. If she appears on the left hand side of the screen, go to the far right middle platform, and dodge the ghouls before returning to the previous position. It's a case of being patient here - but only bottom-bomb when she's below you. Stick at it and you defeat her and rescue Minnie...

THE "IMPASSIBLE" HILL

A big problem occurs at the end of the first screen on level three: there's a hill which you just can't get past, but the exit's on the other side. How do you reach the door? Well, you have to fall through a gap in the scenery and find the correct underwater current which takes you through. The best gap to fall into is four back from the impassible hill - you have to jump on fish to actually get back there, so keep at it until you're there. Once located, fall into the water enter the second current from the left hand wall.



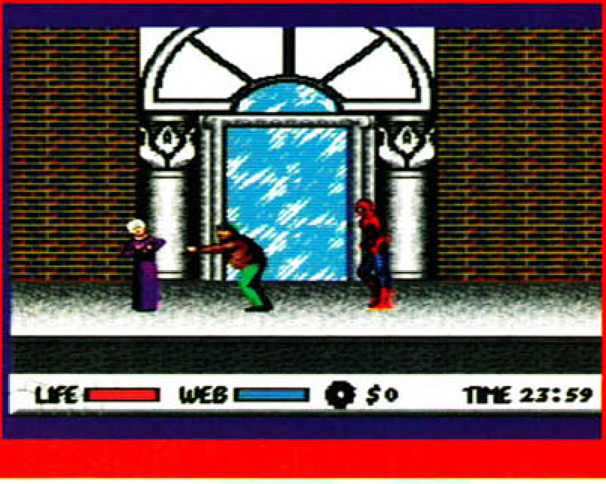
HYPER TECHNIQUE ZONE

SPIDERMAN

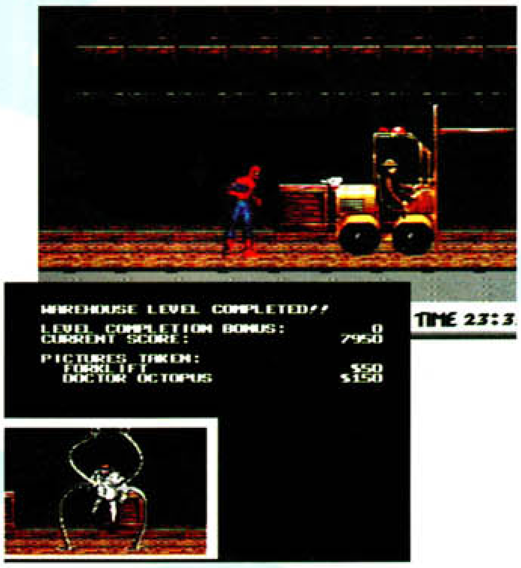
PLAYER'S GUIDE

STAGE 1: THE DAILY BUGLE OFFICES

Outside the Daily Bugle, Spider-Man must first defeat the mugger who's trying to steal Aunt May's purse. The police arrive to cause a bit of bother, but four punches from Spidey is enough to see him off. With Aunt May safe, Spider-Man is free to enter the Bugle building via the open window on the top-right of the building.



STAGE 2: THE WAREHOUSE



```
WAREHOUSE LEVEL COMPLETED!!
LEVEL COMPLETION BONUS:          0
CURRENT SCORE:                7950
PICTURES TAKEN:
   FORKLIFT                    $50
   DOCTOR OCTOPUS             $150
```

The Warehouse doesn't cause Spidey many problems. His wall-crawling abilities enable him to examine every nook and cranny in search of life-giving icons and extra webs. A grey icon gives Spidey another exposure in his camera.

Progress seems to be slow until Spidey spots an air ventilation duct that gives him access to another part of the warehouse. Watch out for the rats though!

This fork-lift arrives and tries to impale Spidey, but he can easily jump over the truck and smother the driver by firing webs at its rear end. As with all bosses, when the fork-lift flashes it is temporarily invulnerable and is not worth attacking.

Doctor Octopus is easily despatched. Spidey simply crawls underneath his tentacles, taking a snap on the way. Spinning a shield and using flying kicks on the Doc is enough to see him off.

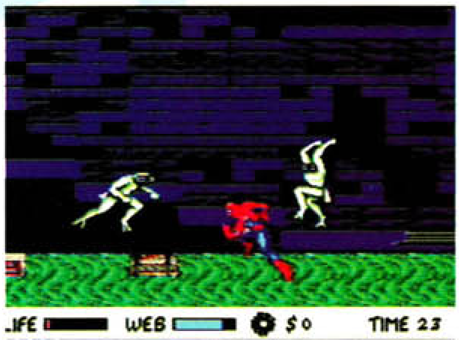
PHOTO OPPORTUNITIES

FORKLIFT

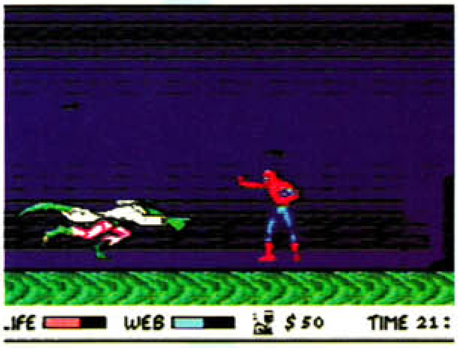
DOCTOR OCTOPUS

STAGE 3:
THE SEWERS

The Lizard lurks in these dark tunnels, but it's a dangerous journey through his lair which is infested with alligators, mutant creatures and poisonous slime.



These three tunnels are Spidey's first problem. Which one should he take? The bottom two just lead back to one another, so Spidey should choose the top one. This leads to a chamber infested with mutant jumpers. Spider-Man continues right and falls down, and when the opportunity arises web-slings to the left. Spidey's spider sense tingles. The Lizard is coming.



Staying to the right enables Spidey to avoid Venom, who pops up in NORMAL and NIGHTMARE levels. Crouch down and The Lizard will stop. Standing and crouching again makes The Lizard rush our hero. Staying crouched, Spidey fires a web which stuns The Lizard. The process is repeated four times and The Lizard is vanquished.

PHOTO OPPORTUNITIES

MUTANT JUMPER

ALLIGATOR

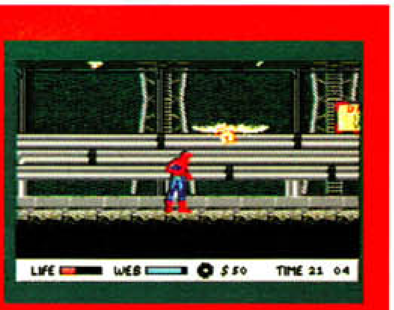
VENOM

THE LIZARD

LIFE
WEB
$0
TIME

STAGE 4:
THE POWER STATION

The Kingpin's propaganda transmissions must be stopped, so it's over to the power station to cut the juice. Unfortunately, the Kingpin's cronies are causing some hassle. Lightning Creatures activate the Spider Sense. When this happens Spidey webs to the right, retreats a bit, crouches and continues webbing. The Lightning Creatures take two hits, but all of them fall to the same tactic.



Electro is no match for Spidey, who wisely sticks to the concrete floor, since Electro can electrify the surrounding metal girders. Simply by jumping to avoid Electro's blasts and firing off webs, Spidey soon defeats the hapless villain. There's always a life icon to the right if Spidey needs it.

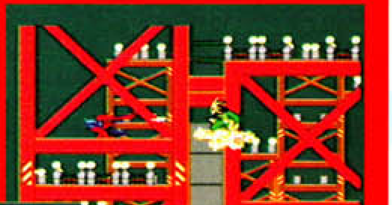
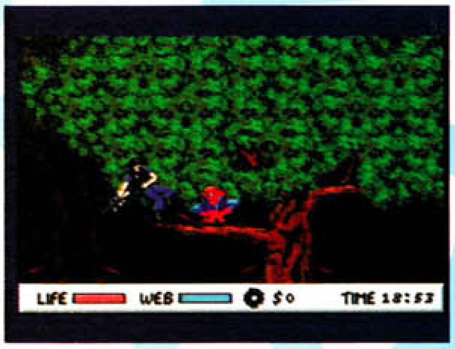


PHOTO OPPORTUNITIES

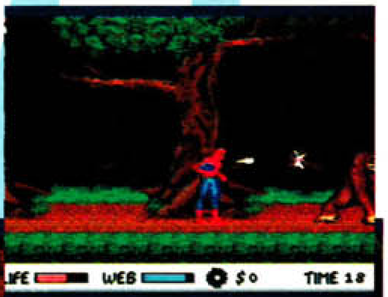
ELECTRO

LIGHTNING CREATURE

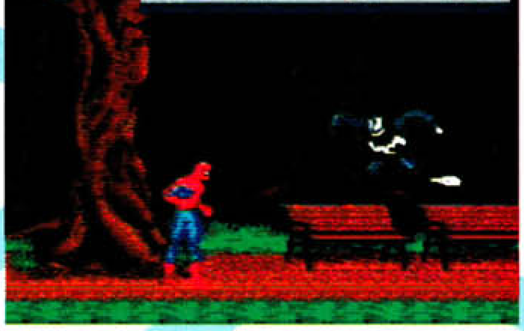
STAGE 5:
CENTRAL PARK



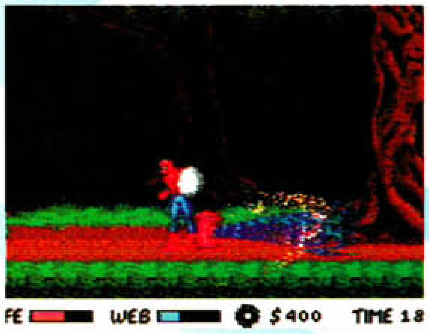
Sharp shooters in the trees cause some problems to Spidey, but web-slinging above them and jumping down is enough to surprise them before he kicks the excrement out of them. Diagonal web-slinging from the ground also gets rid of these dudes.



This massive monkey may cause some problems, but Spidey defeats it by crouching down so the gorilla can't hit him. Simply by standing and firing webs when it backs off, the gorilla is beaten.



Venom is hanging around Central Park somewhere, so as soon as his spider sense warns him of Sandman's proximity, Spidey backs off to re-search Central Park. Venom appears, but is defeated simply by staying on the ground, ducking his clumsy jumps and webbing him.



Venom's savage attack may have drained Spidey's life a bit, but at the far right of the play area a full-life icon awaits collection. Sandman cannot be hit by either fists or webs, so Spidey improvises, luring him back to the fire hydrant at the beginning of the level and kicking it. The high-pressure spray of water is enough to effectively flush Sandman away!

PHOTO OPPORTUNITIES

SANDMAN

VENOM

ESCAPED GORILLA

STAGE 6:
THE CITY

Careful web-slinging is needed on this level to avoid the amount of gunmen out to shoot Spidey. Staying at street level lessens the danger, although Spidey isn't able to collect any of the essential icons needed to boost web and life levels.

The first serious foe is the "brutal biker". Simply by firing and jumping when it gets near, Spidey is able to deal with this third-rate enemy. The spider sense warns Spider-Man that something more substantial is heading his way.

The Hobgoblin has lethal bombs about his person, but Spidey finds him a deceptively simple foe. Simply by firing weapons upwards at an angle, he's able to dodge the bombs and hit Hobgoblin at the same time. When Hobgoblin falls to the same level as Spidey, horizontal webs are enough to defeat him. Another tactic is just to spin a Spidey shield and flying-kick The Hobgoblin. Only four kicks are needed!

Hobgoblin wasn't alone. Venom arrives to give Spidey some grief, but the black-suited marauder hadn't really learnt anything at all since their last encounter at Central Park and Spidey can see him off with exactly the same tactics!

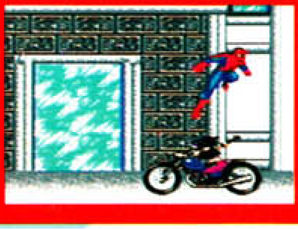
PHOTO OPPORTUNITIES

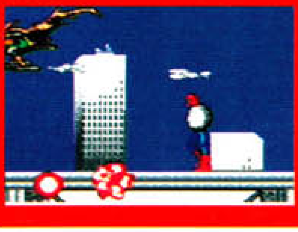
J JONAH JAMESON

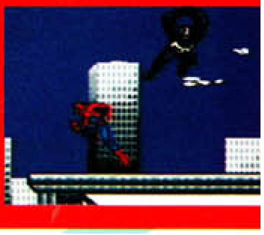
BRUTAL BIKER

HOBGOBLIN

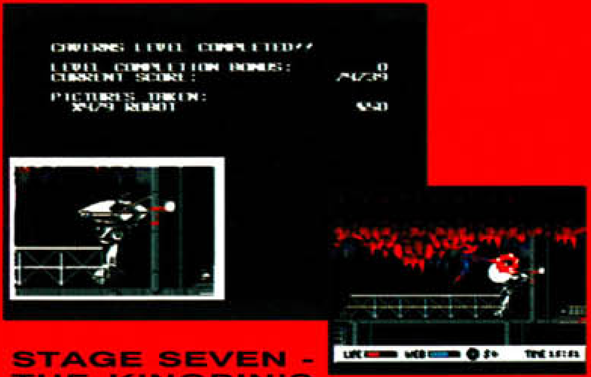
VENOM







STAGE 7: THE KINGPIN'S



STAGE SEVEN - THE KINGPIN'S BASE

A very simple level, with only one route through. There are plenty of thugs about ready to give Spidey some grief, but he is safe as long as he keeps a web shield at the ready. Even the massive ED-209-like robots are no match for Spidey, whose flying kicks give these metallic morons an explosive headache...

The biggest problem are the laser cannons found almost everywhere. However, one carefully placed web is enough to cover the cannon. The next time it shoots, it destroys itself!

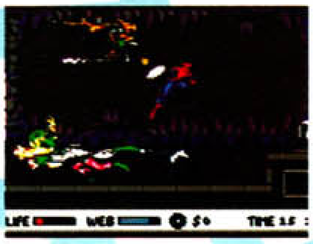
PHOTO OPPORTUNITY

ROBOT

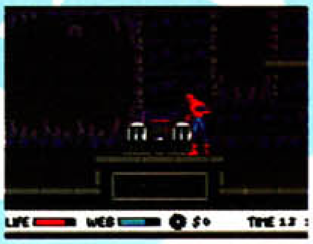
FAREWELL MARY JANE...

Using the knowledge of the alien costume, Venom arrives at Peter Parker's home to kidnap Mary Jane, Spidey's actress wife! The Kingpin makes a special transmission informing him of the kidnap and Spidey's not very happy to say the least...

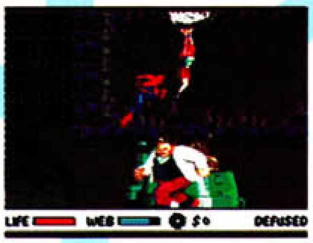
STAGE 8: THE BOMB



The bomb itself is housed in a massive room inhabited by The Lizard, Electro, Hobgoblin and Venom. However, they only appear when Spidey progresses further into the room, so by inching forward, Spidey's able to face them all one by one. None of them have learnt any new tricks since the last attack, so Spidey's able to use the same tactics again to good effect.



Once all of the bosses have been dealt with, Spidey is left alone with the bomb. Spidey has to enter the correct combination of keys in order to defuse it, but the combination changes every game. Spidey has a good look at the bomb, and realises that the dome strobes between black and another colour - and that is the colour of the key to use. After a successful attempt the colour sequence is upset and after about 30 seconds the dome strobes between a new colour and black - this is the next colour key to use. This continues until there's only one key left, which, incidentally is always the white key.



The Kingpin himself is rock hard - almost. Spidey cannot damage him with either fists or webs. Only flying kicks cause any problems for the rotund one. However, the hits only register in the split second the Kingpin turns around. Always have a shield at the ready to absorb Kingpin's powerful hits, and attack by jumping from above, staying behind him and flying-kick him. Hits at any other time don't register, so hitting the Kingpin is almost impossible. At the same time, Mary Jane is being lowered into a large fiery pot so, periodically, Spidey webs up the chains to halt Mary Jane's descent.

NIGHTMARE MODE

The real test in this game is to be found in NIGHTMARE mode. Actually the game isn't that much more difficult, the only difference being that Venom appears more often. However, being a bit on the thick side, the same tactic (as detailed elsewhere in this guide) is enough to defeat him.

HELP

In 1991 a team of crack Megadrive players were sentenced to play Megadrive games for a good deal of their spare time. They escaped from a high security games room and fled to the London Underground. Wanted by the Journalist Police they survive as gamers of fortune. Now, if you've got a problem. If no-one else can handle it. Maybe you can write to... the MEGATECH Helpline.

Yep, wherever you're stuck, our panel of Megadrive "experts" will try to help you out. Just write down your problem on a postcard or whatever and send it to MEGATECH HELPLINE, MEGATECH, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. Pleeease DON'T send stamped addressed envelopes or phone us asking for tips because if we helped everyone out with a personal reply we wouldn't have time to write the mag. Sorry, but there you are.

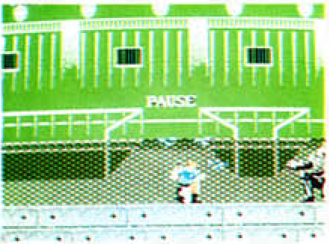
Anyway, in the meantime, let's get on with our first batch of questions...

ESWAT

Q:

I'm having trouble with level four of ESWAT. I know it's an old game and it's supposed to be dead easy, but I can't get past that bit when you're on the floating platform. I always get killed by the flying men. What is the easiest way to get rid of them without losing all my energy?

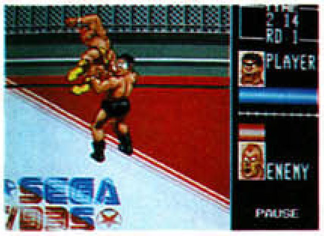
D Nielsen, London



A:

The problem here is that you can't afford to let the platform get away from you because it takes you to the end of the level, but at the same time, if you stay on the platform you're a sitting duck for the flying blokes. It's not too difficult though. Just arm the plasma cannon, then whenever an enemy appears, quickly ignite your burners, take off and blast him before returning to the platform.

WRESTLE WAR



Q:

How do you do throws in Wrestle War. I press the buttons that it indicates in my instructions (Japanese!) but I don't seem to get anywhere.

Chris Epps, Luton, Beds

A:

A-ha! Are you just pressing the buttons once? You actually need to hold a direction and press the button combinations as fast as you can, so that you win the clinch and throw your opponent.

ALIEN STORM

Q:

Everyone says that Alien Storm is easy, but I am having real trouble with finding the last guardian. What is the easiest and best route through the mothership to him?

John Tibbott, Maidstone, Kent

A:

The quickest way to reach the last boss is to take the first path at the first fork then the centre path for all the following ones.

GHOULS 'N' GHOSTS

Q:

I'm stuck on the next-to-last level of that totally awesome game, Ghouls 'n' Ghosts. How the hell are you supposed to kill that guardian? All the grubs keep getting me. Hope you answer this in your mag,

Rob Devereux, Walsall, W Mids

A:

Doh! If you'd read the Complete Guide To Megadrive (copies still available by the way) you would have seen that we printed a complete playing guide to G'n'G! Hmmph! Honestly! Well, okay, the way to finish the Crystal Forest level is to go to the left of the slug's body and fire down to destroy the first two hearts, then right and destroy the next two hearts. Keep dodging the grubs as you head for the central heart and keep shooting it until the slug explodes.

RAMBO III

Q:
I recently purchased Rambo III for my Megadrive but have been experiencing some problems with it. I just can't get off level two! How many hostages are there? I have a Japanese Megadrive and every time I rescue a hostage some unintelligible Japanese writing comes on the screen. I think this tells you what to do but since I am not Japanese I don't know what it says!

Aaron Vaughn, Fort William

A:
You shouldn't really have a problem with this as there are only three hostages anyway and you should find that the third is always the one you're looking for.

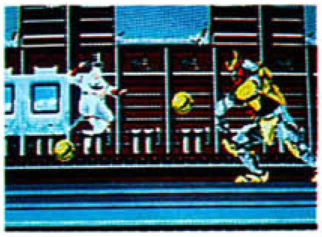
FORGOTTEN WORLDS

Q:
Congratulations on your new magazine! I saw your helpline ad in the Megadrive guide and had to write in with my problem.I have had Forgotten Worlds for some time now, but for some reason I can't beat Ra on the Egypt level. It's all right when he drops things from the top of his craft, but when he uses his guns I always get slaughtered! Can you put me out of my misery and tell me how to defeat him?

Peter Garrett, Newcastle upon Tyne.

A:
Hmm. A tricky one indeed, but if you shoot the two gun turrets on his back corner you should find it easy. While they regenerate you get more than enough time to blow the hell out of his face.

SHADOW DANCER



Q:
Are there any cheats or a level select for Shadow Dancer on the Megadrive?

R Spandit, Ealing, London

A:
There sure are, R. To select your start level, go to the title screen, hold down the A, B, C buttons and press START. As for cheats, you can pick up an extra life just by avoiding the ninjas on the bonus screen and not throwing a single shuriken.

STREET SMART

Q:
I had the misfortune to get Street Smart for my Megadrive for my birthday. I think it's really crap, but I keep playing it to beat the bloke with the metal hand. He always seems to kick me away whenever I try my special move. Is there some sort of special cheat or tactic I could use to beat him with?

Dave Maddock, Hatherton, Cheshire

A:
You should find this method does the trick. Stand between the bad guy's legs and use your special attack to knock him over. When he gets up you should have a moment in which to slap him about a bit before his leg starts to twitch. As soon as you see him doing this, somersault away backwards until he stops his attack. Repeat this method from the start until he's beaten.

TOE JAM AND EARL

OPEN
HI-TOPS
BONUS HI-TOPS

Q:
I think your magazine looks dead good in the Complete Guide to Megadrive, so I thought I'd grace your pages! The reason for me writing is that I've got a problem with a game that I hope you can help me with. On Toe Jam and Earl, I read in another magazine that there's supposed to be a secret level. Can you tell me how to find it? I must have died a million times trying to get to it but I've had no luck.

Steve Barker, Manchester

A:
This is quite a clever one actually, and we have MEAN MACHINES' own Radion Automatic to thank for finding it. Get as far as level three and find a pair of Icarus Wings. Don't activate them, just jump off the edge of the landscape to level two, then jump off again to level one. When you arrive on level one, activate the wings and jump off the edge and you should land on level zero where there are gift packages a-plenty! Incidentally, watch out for the full Toe Jam and Earl playing guide in an imminent Hyper Technique Zone.

BATMAN

Q:
Are there any cheats for Batman? I know you get infinite continues, but I always get killed by the somersaulting man in the cathedral, and when I continue it sends me right back to the beginning of the level. What am I supposed to do?

Michael Balzary, Easington, Co Durham

A:
There are no cheats we know of (if anyone knows of one please write in), but that guy won't cause you much hassle if you keep somersaulting towards him, punching him, then somersaulting away again as soon as he gets his gun out.

GOLDEN AXE

Q:
Can you cheat on Golden Axe? I know some other mags might have done

this because it's an old game, but I have just got a Megadrive and I can't complete it. Good luck on the mag.

Gaz Larson, Grimsby, S Humberside

A:
There are two cheats, but they're both quite tricky to get working so be prepared to persevere. For the first one, go to the fighter selection screen, hold the D-button in the bottom-left diagonal, press B and START, all together, and you will be able to choose the level you start from. The other is a variation on this which gives you nine continues. Use the same method as above but instead of pressing B, press A and C together.

BUDOKAN

SAITO-RYU
NIDAN
TONFA
CONTINUE

Q:
My Megadrive has been receiving some severe abuse. Why, you ask? Because I keep getting thrashed on Budokan. Is there any way to make the game easier?

Steven "no relation" King, Tewkesbury, Gloucs

A:
Sorry Steven, there are no known cheats on this game, so we can only repeat the advice of your sensei, which is to get a lot of practise in on each discipline before you go for the competition.

MERCS

Q:
I haven't had Mercs long, but it's giving me trouble. Try as I might, I can't blast the flame throwing tank boss which appears in arcade mode. What should I do to defeat him?

Edward Lattimer, Lewisham, London

A:
As far as we know there's no perfect way to beat this boss. However, our advice is to make sure you have plenty of MegaCrushes to throw at the tank and when it appears stay away from the flame throwers! You probably won't be able to dodge the missiles as well but they don't injure you quite so much.

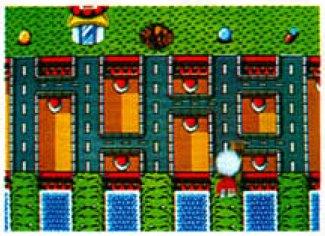
AFTERBURNER

Q:
Are there any cheats for Afterburner like on the Master System where you could just stay in one corner and never die? I want to know because I can't get anywhere in the game although its a good laugh.

Peter Lawson, Poole, Dorset

A:
Unfortunately you can't get away with staying in one corner of the screen as you can in the Master System version, but you can select any of the first 20 levels if you press A, B, C and START on the title screen.

MAGICAL FLYING HAT TURBO ADVENTURE

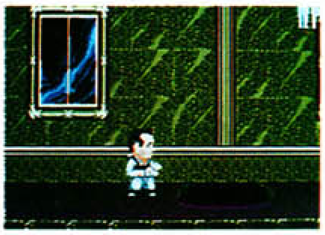


Q:
Is there any way to get extra men in Magical Hat? Also, is there a dead cert way of getting all the good stuff on the bonus screens? Thanks for your help and congrats on the mag.

William Watterson, Fulham

A:
As far as we can tell, the bonus mazes are always random so there's no dead cert way of getting the good stuff (apart from collecting enough cash to bet on all the options). However, you can get extra lives if you jump and land straight downwards onto a springy pole. Bounce straight up and down and every time you land one of the segments of the pole should turn red and you'll receive an extra life.

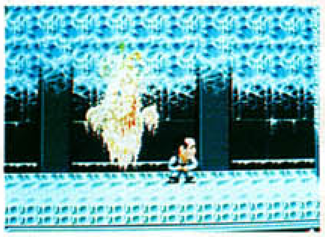
GHOSTBUSTERS



Q:
I'm writing to you because I'm having lots of trouble with Ghostbusters, yes Ghostbusters, that old wheelchair of a game. My problem is that in the middle of level one you get an "ENCOUNTER". But I can never capture this ghost. What happens if you do catch it and are there any tips or cheats that will help me to get the ghost?

Brian Breathed, Formby, Lancs

A:
If it's Silk Hatton you're stuck on, just wait until the monster pops out of his hat and keep blasting him. The ghost itself will disappear, leaving behind the monster from the hat which splits into a flying head and a floating body. Fire diagonally until they're both dead and only the Spectre Spirit (a floating green blob) appears. Your Ghostbuster will then drop a trap and ready his laser beam. You have to shoot the Spectre Spirit with the laser and, keeping the button pressed, drag it over the trap. If you're having trouble actually shooting the spirit, stand by the trap and fire your laser once to get an idea of the length of the beam. Then wait until the spirit is moving towards you and as soon as it is at an angle of about 45 degrees, fire and drag the ghost until the trap activates and sucks it in. If you're quick the spirit won't dive at you and shouldn't escape.



REVENGE OF SHINOBI

Q:
Are there any cheats for Revenge of Shinobi on the Megadrive? I'm not a bad gamesplayer, but the game is so darned big that I always run out of lives. Can you help me?

James Farrall, Sheffield, Yorks

A:

Yep, there's the well-publicised infinite shurikens and an extra life cheat which lets you collect zillions of 1-UPs. For the first, go to the options screen and set the number of shurikens to 00. Press the START button as fast as you can and you'll hear a power-up sound effect as the two zeros link to form an infinity symbol.

This makes the second cheat even easier to perform. At the start of the steel mill level (the one with the conveyor belts and the flames), you should find yourself on a platform with a conveyor belt on the other side of a hole in the floor. Jump straight up and use a shuriken spray to reveal a hidden 2-UP by the conveyor belt. If you jump over to collect it you'll fall in the hole and lose a life, but that doesn't matter because you've just gained two! Repeat this process to get as many lives as you want.

Q:

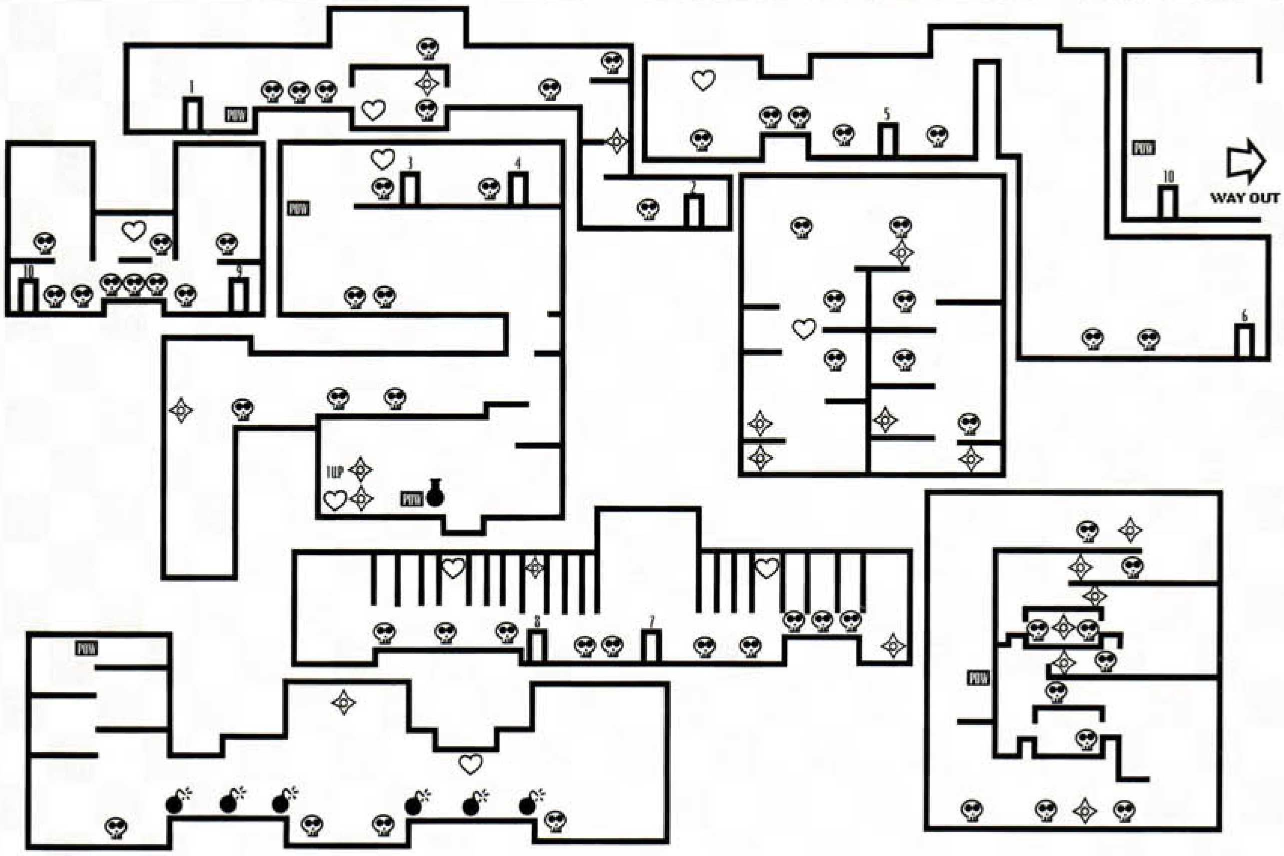
In Revenge of Shinobi I can get to stage 8-2 (the cellar maze) but I can't get out. What makes it really annoying is that it takes ages to reach the stupid level. So please can you give me instructions or something to help me out before I get mad and chuck the stupid thing through the window.

Mike Reeve, Chorley, Lancs

A:

Woah! Woaaah there Mikey! Don't get upset. This map of level 8-2 should help you out. Just go through the doors in numerical order and escaping should be "no problemo".

REVENGE OF SHINOBI MAP



POW	POWER UP
●	BOMB
◇	SHURIKENS
☠	ENEMY
●	NINJITSU MAGIC
1UP	EXTRA LIFE

WE WANT YOUR SCORES!

A magazine devoted to the Megadrive would not be complete without a run-down of the achievements of the greatest Megadrive players, and so we proudly present the MEGATECH HyperPlayers Hall of Fame where you can find the scores you have to beat on your favourite games.

There are over 120 Megadrive games out there, and by next month we want to see scores for as many of them as possible in HyperPlayers. So get playing and list as many of your top scores as possible on the coupon below or whatever, then send it in to HYPERPLAYERS, MEGATECH, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU. And no cheating...

AFTERBURNER
27,861,520
Daniel Sullivan, Coventry

ALTERED BEAST
3,303,900
Wayne Lockwood, Boroughbridge

BATMAN
481,700
David Park, Gateshead

BATTLE SQUADRON
8,900,000
Julian Rignall, MEGATECH

COLUMNS
44,000,000
Julian Rignall, MEGATECH

DEVIL CRASH
480,000,000
Shelley Viner, Wood Green

DJ BOY
9,835,700
Jonathon Tilbrook, Sheffield

FLICKY
755,800
Julian Rignall, MEGATECH

FORGOTTEN WORLDS
1,845,200
Robert Golden, Lymington

GHOSTBUSTERS
15,639,000
Wayne Lockwood, Boroughbridge

GHOULS 'N' GHOSTS
912,300
Daniel Sullivan, Coventry

GOLDEN AXE
371.5
Glen Williams, London

JAMES "BUSTER" DOUGLAS KNOCKOUT BOXING
3,189,520
Shejal Mistry, Aylesbury

KLAX
1,000,050
Richard Leadbetter, MEAN MACHINES

MOONWALKER
23,570
Peter Allport, Surrey

NEW ZEALAND STORY
522,360
Nigel Weston, Wilmslow

RAMBO III
1,500,000
Jaz Rignall, MEGATECH

REVENGE OF SHINOBI
9,999,900
Daniel Sullivan, Coventry

SPACE HARRIER II
27,283,600
Lee Royle, Reading

SPIDER MAN
Completed with 20 hours to spare
Richard Leadbetter, MEAN MACHINES

STRIDER
140,200
Wayne Lockwood, Boroughbridge

SUPER HANG-ON
Beginner: 38,200,240
Wayne Lockwood, Boroughbridge
Junior: 59,986,600
Matthew Adamson, Amersham
Senior: 76,188,460
76,188,460,
Matthew Adamson, Amersham
Expert: 83,772,640
Simon Cumptsey, Kirkham

SUPER MONACO GP
4,701
Julian Rignall, MEGATECH

THUNDERFORCE II
2,560,090
Paul Bristow, Erith

THUNDERFORCE III
6,611,550 (MANIA)
Martin Trewren, Taunton

ZOOM
209,530
Andrew Croft, Dewsbury

NAME:
ADDRESS:

GAME:
SCORE:
CREDITS USED:
WITNESSED BY:

? QUESTIONNAIRE

We've got five prizes of £200 worth of Megadrive software on offer in this mega competition. It's a bit of a strange one – we want you to tick the relevant boxes below (make sure you read the questions before answering). Why? So we can look at all the views and suggestions you put below, and make MEGATECH even better, of course! When you've finished ticking the relevant boxes, we want you to carefully remove this page from the magazine, pop it into an envelope and send it off to: MEGATECH QUESTIONNAIRE, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. The closing date is January 6th, 1992. After that day we'll be looking at all the questionnaires - and the first five pulled out of the sack will win their senders the prizes!

NAME

ADDRESS

AGE

SEX
Male
Female

WHAT MACHINE(S) DO YOU OWN?

- ☐ Amiga
- ☐ Amstrad
- ☐ Atari ST
- ☐ Commodore 64
- ☐ GX4000
- ☐ Gameboy
- ☐ Game Gear
- ☐ Lynx
- ☐ Megadrive
- ☐ Nintendo
- ☐ PC compatible
- ☐ PC Engine
- ☐ Sega Master System
- ☐ Spectrum
- ☐ Super Famicom

WHAT MACHINE (IF ANY) ARE YOU INTENDING TO BUY IN THE NEXT SIX MONTHS?

- ☐ Amiga
- ☐ Amstrad
- ☐ Atari ST
- ☐ Commodore 64
- ☐ GX4000
- ☐ Gameboy
- ☐ Game Gear
- ☐ Lynx
- ☐ Megadrive
- ☐ Nintendo
- ☐ PC compatible
- ☐ PC Engine
- ☐ Sega Master System
- ☐ Spectrum
- ☐ Super Famicom

HOW INTERESTED ARE YOU IN THE FORTHCOMING MEGADRIVE CD-ROM UNIT?

- ☐ Extremely
- ☐ Fairly
- ☐ Not at all

HOW MANY GAMES DO YOU BUY PER MONTH?

- ☐ 1
- ☐ 2
- ☐ 3
- ☐ 4
- ☐ 5+

WHEN YOU BUY A GAME, WHAT HAS THE MOST INFLUENCE ON YOUR DECISION?

☐ Good review in MegaTech
☐ Advertisement
☐ Friend's recommendation
☐ Shop display
☐ The fact that it's a coin-op or film licence

THE MAGAZINE

HOW MANY PEOPLE HAVE READ YOUR COPY OF MEGATECH?

☐

MARK THE FOLLOWING MAGAZINE SECTIONS OUT OF 10 (1=VERY BAD, 10=BRILLIANT).

☐ Cover
☐ Contents
☐ Welcome/Editorial
☐ News
☐ Game Index
☐ Technique Zone
☐ Next Month
☐ Charts
☐ Reviews
☐ High Scores

IS THE TEXT IN THE REVIEW...

☐ ...too long?
☐ ...too short?
☐ ...just right?

DO YOU THINK THE MEGATECH RATINGS ARE...

☐ ...too high?
☐ ...too low?
☐ ...just right?

AS FOR SCREENSHOTS, ARE THERE...

☐ ...too few?
☐ ...too many?
☐ ...just the right amount?

SYSTEM...

☐ ...brilliant?
☐ ...reasonable?
☐ ...poor?

IS THE MEGATECH COVER...

☐ ...great?
☐ ...all right?
☐ ...poor?

WHICH OTHER MAGS DO YOU READ/BUY?

☐ Ace
☐ Club Nintendo
☐ Games-X
☐ Mean Machines
☐ Sega Power
☐ Game Zone
☐ Zero
☐ Sega Pro
☐ Computer and Video
☐ Games
☐ Sega Force

IF YOU BUY OR READ ANY OF THE ABOVE MAGAZINES HOW WOULD YOU RATE THEM (1=VERY BAD, 10=BRILLIANT)? BE HONEST!

☐ Ace
☐ Club Nintendo
☐ Games-X
☐ Mean Machines
☐ Sega Power
☐ Game Zone
☐ Zero
☐ Sega Pro
☐ Computer and Video
☐ Games
☐ Sega Force

DO YOU THINK ANY OF THE MEGATECH REVIEWS WILL INFLUENCE YOU WHEN YOU BUY YOUR NEXT GAME?

☐ Definitely
☐ A little bit
☐ Not at all

NOSEY BITS

WHAT ELSE DO YOU BUY REGULARLY?

☐ Records
☐ Sweets and crisps
☐ Clothes

WHAT DO YOU DO IN YOUR SPARE TIME? (TICK AS MANY BOXES AS YOU LIKE)

☐ Watch telly
☐ Hire videos
☐ Listen to records
☐ Go shopping
☐ Visit cinema
☐ Go to concerts
☐ Play sports

IF YOU WERE OPENING A BANK ACCOUNT, WHICH BANK WOULD YOU GO TO?

☐ Nat West
☐ Lloyds
☐ Barclays
☐ Midland
☐ Girobank

WHAT WOULD YOU LIKE TO SEE IN MEGATECH? (TICK AS MANY BOXES AS YOU LIKE)

☐ Big previews
☐ Special features
☐ Arcade coverage
☐ Features on CD-ROM machines
☐ Film/video news
☐ A good action comic strip
☐ Book reviews

HOW WOULD YOU RATE SEGA'S TELEVISION ADVERTISEMENTS OUT OF 10 (1=VERY BAD, 10=BRILLIANT)?
☐

£ MEGASELL

Be honest with yourself; You're not in love with every single game that you own, are you? But that doesn't mean that somebody else wouldn't want it, does it? One man's fancy is another man's poison and all that! Why not use the MegaSell section to get rid of it? Or anything else you want to get rid of for that matter.

For just £1 You can use the service and write your own ad containing up to 20 words. £2 gets you 40 words, which is fairly simple arithmetic, I suppose....

What do You have to do? Fill out the form (or a copy of it if you don't want to tear up your copy of Megatech) and send it with a cheque or PO made payable to MEGATECH, and send it to MegaTech MegaSell, MEGATECH, Priory Court, 30–32 Farringdon Lane, London EC1R 3AU.

Due to deadlines, allow up to six weeks for your advert to appear in the magazine.

ATTENTION!

MEGATECH MegaSell is for private advertisers only. Anybody sending in a trade advert will not have it published. It will be ignored, your cheque will not be cashed, and no correspondence entered into!

I WANT TO USE THE MEGATECH MEGASELL. HERE'S MY MESSAGE:

£1

£1

I WANT MY ADVERT TO GO UNDER THE FOLLOWING HEADING (TICK BOX)

☐ FOR SALE ☐ WANTED ☐ MESSAGES

☐ PEN PALS ☐ SWAP ☐ MISCELLANEOUS

FILL IN THE TOP BOX FOR £1.00 (20 WORDS), OR FOR A LARGER MESSAGE, FILL IN BOTH BOXES FOR ONLY £2.00 (40 WORDS).

PLEASE NOTE: ONLY ONE WORD PER BOX. PHONE NUMBERS COUNT AS ONE WORD. WHEN FILLING IN YOUR MESSAGE, USE BLOCK CAPITALS, AND WRITE NEATLY TO AVOID MISTAKES.

NAME ....

ADDRESS ....

....

POSTCODE ....

TEL. NUMBER ....

GAME INDEX

688 ATTACK SUB

An excellent submarine simulation which gives you ten missions to complete as a US sub commander, and six as a Russian. Although it sounds dull, it's a very compelling game and is thoroughly recommended to someone who's after something different (with plenty of "depth" - ho! ho!).

GRAPHICS 82%
SOUND 89%
SHORT-TERM PLAY 88%
LONG-TERM PLAY 86%
MEGATECH RATING 88%

AEROBLASTERS

A fairly easy-to-complete one or simultaneous two-player horizontally scrolling blast. The graphics, sound and playability are all excellent, but that low challenge factor means it can only be recommended to shoot 'em up novices.

GRAPHICS 84%
SOUND 81%
SHORT-TERM PLAY 85%
LONG-TERM PLAY 71%
MEGATECH RATING 78%

AFTERBURNER II

All the thrills and spills of the original machine have been included as you fly your fighter through 23 missions of amazingly smooth and fast 3D action. The sound is also terrific, with a variety of thumping good rock soundtracks and great sampled speech. If you're an Afterburner fan, this is the best conversion you're ever likely to play.

GRAPHICS 91%
SOUND 92%
SHORT-TERM PLAY 92%
LONG-TERM PLAY 82%
MEGATECH RATING 90%

AIR DIVER

Similar to Afterburner, with more variety, but much worse graphics. The 3D is fast, but the update is jerky and the plane doesn't handle realistically. There's certainly plenty to do, but unless you're prepared to persevere with the dodgy controls, try something else.

GRAPHICS 76%
SOUND 69%
SHORT-TERM PLAY 72%
LONG-TERM PLAY 61%
MEGATECH RATING 69%

ALEX KIDD IN THE ENCHANTED CASTLE

The graphics and sound are almost Master System standard, and while it's fun to play, with plenty of secret rooms and things to work out, it lacks that really addictive spark that makes the 8-bit Sega Alex Kidd games so much fun to play. For ardent Alex Kidd fans only.

GRAPHICS 67%
SOUND 64%
SHORT-TERM PLAY 72%
LONG-TERM PLAY 62%
MEGATECH RATING 68%

ALIEN STORM

An absolutely outstanding conversion of the coin-op, with great graphics and highly enjoyable one or two-player action. The big problem is that it's just too easy. For some unknown reason, the import version is harder, but even then it's not that difficult to finish. Those new to the Megadrive scene will really enjoy the action - experts, though, are warned that they might just find themselves finishing this prematurely.

GRAPHICS 90%
SOUND 80%
SHORT-TERM PLAY 89%
LONG-TERM PLAY 71%
MEGATECH RATING 78%

ALTERED BEAST

"Free" with many official UK Megadrives, Altered Beast is a spot-on conversion of the coin-op. The trouble is, the arcade game wasn't exactly a smash-hit - it's a very simple beat 'em up with only five levels. The gameplay is very samey, and it doesn't take long to get all the way through the game. It's okay as a freebie, though.

GRAPHICS 78%
SOUND 73%
SHORT-TERM PLAY 72%
LONG-TERM PLAY 57%
MEGATECH RATING 67%

ARNOLD PALMER'S GOLF

This is a pretty decent golf sim. Featuring a variety of options, excellent graphics (the 3D viewpoint and the animation on the large golfer sprite are both superb) and a very tough course indeed, Arnold Palmer's Golf will appeal to golf and sports simulation fans alike.

GRAPHICS 79%
SOUND 69%
SHORT-TERM PLAY 86%
LONG-TERM PLAY 80%
MEGATECH RATING 85%

ARROW FLASH

A dull horizontally scrolling shoot 'em up which is made even worse by a complete lack of challenge. There are tons of better Megadrive blasters, so shop around rather than waste your cash on this.

GRAPHICS 49%
SOUND 46%
SHORT-TERM PLAY 59%
LONG-TERM PLAY 42%
MEGATECH RATING 46%

ASSAULT SUIT LEYNOS

This strange sort of platform-cum-shoot 'em up puts you in control of a multi be-weaponed space commando. While the graphics and sound are very good, the gameplay borders on frustrating - there are loads of things to shoot down and the control method is very fiddly, so unless you're prepared to stick with it, you won't get full enjoyment from the game.

GRAPHICS 80%
SOUND 81%
SHORT-TERM PLAY 73%
LONG-TERM PLAY 71%
MEGATECH RATING 73%

ATOMIC ROBO KID

There are four different power-ups to collect in this accurate multidirectionally scrolling coin-op conversion. The gameplay is tough enough to keep you coming back for more. Check it out if you're after a no-frills blast with the emphasis on pure destruction.

GRAPHICS 79%
SOUND 78%
SHORT-TERM PLAY 84%
LONG-TERM PLAY 76%
MEGATECH RATING 82%

AXIS FZ

A very unusual and original forced perspective 3D blaster in which you control a armoured robot who patrols the multidirectionally scrolling landscape in search of things to blow up. It's great fun and is highly recommended if you can find it.

GRAPHICS 85%
SOUND 65%
SHORT-TERM PLAY 86%
LONG-TERM PLAY 80%
MEGATECH RATING 84%

BATMAN

The graphics and sound are truly tremendous: the beautifully-drawn backdrops are as sombre-looking as the sets in the film, the animation on the sprites is excellent, and there's a range of thumping rock tracks to accompany the platform action. The only problem is that the game is fairly easy to beat, so expert gamers might not get full value for money out of this.

GRAPHICS 90%
SOUND 91%
SHORT-TERM PLAY 86%
LONG-TERM PLAY 72%
MEGATECH RATING 83%

BATTLE SQUADRON

A tough, frantic and noisy one or simultaneous two-player up-the-screen blaster. Although it's pretty much devoid of original features, it's a fun game and lays down a challenge to test even the most experienced of shooting fanatics.

GRAPHICS 83%
SOUND 79%
SHORT-TERM PLAY 82%
LONG-TERM PLAY 81%
MEGATECH RATING 80%

BIMINI RUN

A rather naff 3D shoot 'em up in which you pilot a speedboat though enemy-infested waters. The graphics aren't much cop and the gameplay isn't any better, and after a couple of sessions it all becomes rather tedious.

GRAPHICS 45%
SOUND 70%
SHORT-TERM PLAY 61%
LONG-TERM PLAY 42%
MEGATECH RATING 45%

BLOCK OUT

This sort of 3D Tetris is surely the finest Megadrive puzzle game available. Packed with tons of options (including a simultaneous two-player mode) and featuring highly addictive gameplay, this is a must for your collection.

GRAPHICS 70%
SOUND 30%
SHORT-TERM PLAY 93%
LONG-TERM PLAY 91%
MEGATECH RATING 91%

BONANZA BROS

Like Alien Storm, this is another superb conversion which is let down by the fact that it's just too easy. The two-player action is fun, but at the end of the day what you need is a challenge, and unless you're a games novice, this simply fails to deliver.

GRAPHICS 88%
SOUND 84%
SHORT-TERM PLAY 86%
LONG-TERM PLAY 55%
MEGATECH RATING 73%

BUDOKAN

Billed correctly as a "thinking man's beat 'em up", this graphically and sonically superb oriental fighting game lets you take out your aggression with four different martial arts skills - nunchuku, bo, karate and kendo. With over 25 moves per art and 12 very tough opponents, Budokan isn't a game you'll master overnight.

GRAPHICS 83%
SOUND 79%
SHORT-TERM PLAY 90%
LONG-TERM PLAY 86%
MEGATECH RATING 89%

BURNING FORCE

Very much in the Space Harrier mould, this 3D shoot 'em up puts you in the seat of a high-powered jetbike with the object of blowing up everything that gets in your way. There are extra weapons to pick up, of course, and there are plenty of mean 'n' meaty aliens to blow into oblivion. The graphics are very attractive, and the sound isn't too bad, but unfortunately the gameplay gets rather repetitive after a while.

GRAPHICS 83%
SOUND 82%
SHORT-TERM PLAY 79%
LONG-TERM PLAY 71%
MEGATECH RATING 76%

CENTURION

An interesting-sounding but ultimately tedious and frustrating strategy-style game which unless you're completely into Roman History fails to provide entertainment worthy of its price tag.

GRAPHICS 60%
SOUND 62%
SHORT-TERM PLAY 54%
LONG-TERM PLAY 50%
MEGATECH RATING 52%

COLUMNS

Sega's answer to Tetris, the aim of this rather cerebral game is to match groups of three differently-coloured jewels as they fall down the screen. The sound is excellent, and there's a huge variety of options, including arcade-style time trials, three different difficulty settings, nine different starting levels and a two-player head-to-head mode which adds to the game's lasting appeal.

GRAPHICS 69%
SOUND 93%
SHORT-TERM PLAY 88%
LONG-TERM PLAY 87%
MEGATECH RATING 88%

CRACKDOWN

Another one of those very good, but all-too-easy arcade conversions. The two-player aspect is fun, and the game is enjoyable to play but the lack of challenge means that only a videogame novice will get his money's worth.

GRAPHICS 70%
SOUND 75%
SHORT-TERM PLAY 78%
LONG-TERM PLAY 61%
MEGATECH RATING 65%

CURSE

While Curse is fun to play, it suffers from a lack of originality and one very annoying feature - when you die (even fairly early on in the game) you lose all your extra weapons, and it's very difficult to continue. The reason for this is that there are only five levels - but it gets very frustrating to have to start over and over again. Try out other shoot 'em ups like Hellfire or Atomic Robokid before shelling out for this.

GRAPHICS 71%
SOUND 69%
SHORT-TERM PLAY 71%
LONG-TERM PLAY 67%
MEGATECH RATING 70%

CYBERBALL

A decent conversion of the multi-player coin-op American football game which features robots instead of humans, Cyberball features pretty neat graphics but has been overshadowed by the likes of John Madden Football, John Madden '92 and Joe Montana Sportstalk Football, all of which are offer superior gridiron gameplay. If you're an American Football fan, try this out - but not until you've seen these others.

GRAPHICS 79%
SOUND 82%
SHORT-TERM PLAY 81%
LONG-TERM PLAY 77%
MEGATECH RATING 80%

DANGEROUS SEED

Oh dear. Sad graphics, rubbish sound, complete lack of originality and no challenge make this horizontally scrolling shoot 'em up one to avoid at all costs.

GRAPHICS 41%
SOUND 39%
SHORT-TERM PLAY 51%
LONG-TERM PLAY 36%
MEGATECH RATING 40%

DARIUS II

A very stylish horizontally scrolling shoot 'em up which sports tremendous graphics and seven completely different endings, depending on which route you take through the game! Recommended to ardent blasting fans.

GRAPHICS 85%
SOUND 82%
SHORT-TERM PLAY 87%
LONG-TERM PLAY 80%
MEGATECH RATING 83%

DARWIN 4081

A conversion of the rather obscure vertically scrolling shoot 'em up, Darwin 4081 is yet another scroll-up-the-screen alien blasting game with extra weapons and big end-of-level guardians to destroy. It's fun for a while, but there's nothing new on offer that puts it ahead of any other Megadrive up-the-screen shooter.

GRAPHICS 81%
SOUND 74%
SHORT-TERM PLAY 77%
LONG-TERM PLAY 67%
MEGATECH RATING 74%

DECAPATTACK

A fun-filled platform game which is basically identical to the old import game, Magical Flying Hat Turbo Adventure, except it has different sprites. Platform fans will love it - if you're one, check it out.

GRAPHICS 80%
SOUND 70%
SHORT-TERM PLAY 83%
LONG-TERM PLAY 82%
MEGATECH RATING 82%

DEVIL CRASH

A stunning-looking pinball simulation which is packed full of features. The ball movement is completely realistic, and the general game "feel" makes it the best pinball game yet seen - a must-buy for silverball fans.

GRAPHICS 91%
SOUND 84%
SHORT-TERM PLAY 93%
LONG-TERM PLAY 88%
MEGATECH RATING 90%

DICK TRACY

A sort of Shinobi-style game with machine guns, Dick Tracy is a challenging and addictive action game which should appeal to fans of the movie and gamesplayers alike.

GRAPHICS 85%
SOUND 80%
SHORT-TERM PLAY 90%
LONG-TERM PLAY 88%
MEGATECH RATING 89%

DINOLAND

A jolly, but fairly unchallenging pinball simulation which is let down by jerky and unrealistic ball movement. If you're a pinball fan, look out for Devil Crash, which is miles better than this.

GRAPHICS 57%
SOUND 73%
SHORT-TERM PLAY 55%
LONG-TERM PLAY 53%
MEGATECH RATING 53%

DJ KID

DJ Boy is a beat 'em up on wheels, and while it's great fun to play, but suffers from one flaw - it's too darn easy. There are three other skill levels to challenge you, but if you feel that once you've beaten the game on the easy level, you won't go back to it, give this a miss. However, if you're the type that wants to beat the game on all levels, try it out. It's a simple as that!

GRAPHICS 80%
SOUND 78%
SHORT-TERM PLAY 84%
LONG-TERM PLAY 73%
MEGATECH RATING 78%

DYNAMITE DUKE

One of the few Operation Wolf-style games available for the Megadrive, this provides plenty of blasting fun and frolics, but is ultimately let down by the lack of challenge. Once again, only novices really need apply...

GRAPHICS 82%
SOUND 74%
SHORT-TERM PLAY 84%
LONG-TERM PLAY 61%
MEGATECH RATING 73%

EA HOCKEY

A truly superb sports simulation which perfectly captures the atmosphere of the noble (and violent) sport of ice hockey. The gameplay is simply superb and the tough computer opponents and an excellent two-player option provide plenty of lasting appeal. One of the best sports simulations available - miss it at your peril.

GRAPHICS 88%
SOUND 90%
SHORT-TERM PLAY 94%
LONG-TERM PLAY 93%
MEGATECH RATING 94%

ELEMENTAL MASTER

A technically superb shoot 'em up which combines excellent graphics and superb sound to make it an audio/visual treat. The gameplay is very enjoyable, but the problem is that there are only five levels, and they're not that difficult to beat.

GRAPHICS 87%
SOUND 86%
SHORT-TERM PLAY 85%
LONG-TERM PLAY 73%
MEGATECH RATING 78%

EL VIENTO

A tough 'n' challenging platform game which doesn't look particularly hot, but is surprisingly addictive and keeps you playing for ages.

GRAPHICS 60%
SOUND 72%
SHORT-TERM PLAY 87%
LONG-TERM PLAY 84%
MEGATECH RATING 80%

ESWAT

ESWAT is a super-slick platform shoot 'em up that simply oozes quality. The parallax scrolling backdrops and sprites are excellent, and the sound is great. Combine those with challenging and highly addictive gameplay and you've got a game that's a must for your collection.

GRAPHICS 87%
SOUND 82%
SHORT-TERM PLAY 93%
LONG-TERM PLAY 88%
MEGATECH RATING 92%

FAERY TALE ADVENTURE

A dull role-playing game which lacks action and atmosphere. There are plenty of better games of this type, so look elsewhere.

GRAPHICS 43%
SOUND 69%
SHORT-TERM PLAY 50%
LONG-TERM PLAY 47%
MEGATECH RATING 49%

FANTASIA

This sequel to Mickey Mouse was keenly anticipated, but turned out to be a massive disappointment. The graphics are excellent, but sadly naff sound and poorly designed, bland and frustrating gameplay result in a game that has very little appeal - even to the biggest Mickey fans.

GRAPHICS 93%
SOUND 44%
SHORT-TERM PLAY 52%
LONG-TERM PLAY 47%
MEGATECH RATING 49%

FASTEST ONE

This split screen one or two-player racing game completely fails to deliver. Crap graphics, sound and playability and utterly tedious action result in the worst Megadrive racing game by far. Steer well clear.

GRAPHICS 35%
SOUND 25%
SHORT-TERM PLAY 31%
LONG-TERM PLAY 28%
MEGATECH RATING 29%

FATAL LABYRINTH

This cross between a scrolling beat 'em up and a role-playing game fails to deliver in both categories. The RPG aspect is dull and limited and the slow, boring action fails to offer any thrills and spills.

GRAPHICS 70%
SOUND 55%
SHORT-TERM PLAY 61%
LONG-TERM PLAY 49%
MEGATECH RATING 51%

FATAL REWIND

Better known as Killing Game Show, this is a very fast and furious platform game where memorising the screen layout is the key to success. Some may find its high difficulty level just too frustrating, but if you're after a challenge, this is where to be.

GRAPHICS 90%
SOUND 81%
SHORT-TERM PLAY 84%
LONG-TERM PLAY 82%
MEGATECH RATING 83%

FIRE MUSTANG

This P-47 clone is quite good fun to play at first, but the trouble is that there simply isn't anything new on offer and after a few sessions it all becomes dull and predictable.

GRAPHICS 70%
SOUND 62%
SHORT-TERM PLAY 78%
LONG-TERM PLAY 53%
MEGATECH RATING 59%

FLICKY

This conversion of the ancient coin-op looks crap, sounds crap and plays... brilliantly! It's very simplistic, but for some reason the action is incredibly enjoyable and addictive. Check it out!

GRAPHICS 40%
SOUND 36%
SHORT-TERM PLAY 91%
LONG-TERM PLAY 86%
MEGATECH RATING 88%

FINAL BLOW/JAMES "BUSTER" DOUGLAS CHAMPIONSHIP BOXING

On the positive side, the pair of large boxer sprites are nicely drawn and animated, but the problem is that the boxing moves are limited and there are only four different opponents.It doesn't take long to master the game, and the limited nature of the action doesn't bring you back for more. Boxing fans might like to take a look - but don't expect anything brilliant.

GRAPHICS 87%
SOUND 77%
SHORT-TERM PLAY 78%
LONG-TERM PLAY 62%
MEGATECH RATING 69%

FLYING SHARK

Up the screen you go in this vertically scrolling blast, almost, nearly, but not quite a conversion of Taito's successful coin-op. It's an enjoyable blast, featuring decent graphics and sound, but unfortunately suffers from zero originality and low challenge, and once you've played it a couple of times, you get those "seen it all before blues".

GRAPHICS 75%
SOUND 57%
SHORT-TERM PLAY 73%
LONG-TERM PLAY 67%
MEGATECH RATING 71%

FORGOTTEN WORLDS

Forgotten Worlds is a good looking one- or two-player blast, with plenty of action on offer. Like other Megadrive games, it's easy to finish on the easy level, but offers plenty of challenge on difficult. Check it out if you're into destruction.

GRAPHICS 82%
SOUND 79%
SHORT-TERM PLAY 86%
LONG-TERM PLAY 80%
MEGATECH RATING 82%

GAIRIES

An excellent-looking game, Gaiares is by far the toughest horizontally scrolling shoot 'em up available on the Megadrive and is highly recommended to blasting fans who are hankering after a challenge.

GRAPHICS 89%
SOUND 65%
SHORT-TERM PLAY 84%
LONG-TERM PLAY 83%

GAIN GROUND

A very accurate conversion of an obscure and hopelessly crap arcade game which features the average graphics, rubbish sound and boring gameplay of the original machine.

GRAPHICS 49%
SOUND 52%
SHORT-TERM PLAY 50%
LONG-TERM PLAY 40%
MEGATECH RATING 43%

GHOSTBUSTERS

Featuring humourous cartoon-style graphics - some of the end-of-level ghosts are truly superb - and some excellent tunes, Ghostbusters is a platform game which will keep you amused for some time. If you ain't afraid of no ghosts, try this one out.

GRAPHICS 85%
SOUND 83%
SHORT-TERM PLAY 84%
LONG-TERM PLAY 81%
MEGATECH RATING 82%

GHOULS 'N' GHOSTS

Ghouls 'n' Ghosts is a stunning conversion on the classic coin-op, combining stunning graphics and sound with very challenging gameplay. It's a truly superb game, and is a must for your Megadrive software library.

GRAPHICS 92%
SOUND 93%
SHORT-TERM PLAY 93%
LONG-TERM PLAY 92%
MEGATECH RATING 93%

GOLDEN AXE

Golden Axe is a pixel-perfect replica of the arcade machine, containing identical graphics, sound and gameplay. But it doesn't stop there. There are additional features in the form of one-on-one battle options, a mini-mission for beginners as well as extra levels which didn't appear in the arcade version. Put this all together and you've got one of the best arcade conversions ever seen, and a game which no Megadrive owner should be without.

GRAPHICS 91%
SOUND 90%
SHORT-TERM PLAY 95%
LONG-TERM PLAY 91%
MEGATECH RATING 94%

GYNOUG

Known in the US as Wings of Wor, this is one of the finest horizontally scrolling blaster available on the Megadrive. The gory, ghoulish graphics are outstanding, the sound is excellent and the tough and challenging gameplay is extremely addictive. A must for blasting fans.

GRAPHICS 95%
SOUND 89%
SHORT-TERM PLAY 93%
LONG-TERM PLAY 89%
MEGATECH RATING 92%

HARDBALL

A decent baseball game which doesn't have enough novel or interesting features to make it appeal to anyone other than real fans of the sport.

GRAPHICS 88%
SOUND 89%
SHORT-TERM PLAY 76%
LONG-TERM PLAY 70%
MEGATECH RATING 75%

HEAVY UNIT

Another horizontally scrolling blast, but this one is made more remarkable than most thanks to great graphics and tough, but addictive gameplay. If you're a blastaholic, check it out.

GRAPHICS 88%
SOUND 79%
SHORT-TERM PLAY 87%
LONG-TERM PLAY 85%
MEGATECH RATING 85%

HELLFIRE

Featuring novel four-way selectable firepower and power-up weapons, this is a slick and very good looking blaster which oozes playability. It's tough, with six long, long levels packed full of the meanies enemy ships alien money can buy, and some mean end-of-level baddies. There are plenty of surprises in store too, especially on the final level. If you're a shoot 'em up fan looking for a challenge, check out Hellfire - it might not look as good as Thunderforce III, but it's simply a much better game.

GRAPHICS 84%
SOUND 81%
SHORT-TERM PLAY 93%
LONG-TERM PLAY 89%
MEGATECH RATING 90%

HERZOG ZWEI

A weird title for a weird game. Herzog Zwei is a sort of strategy shoot 'em up in which one or two players attempt to defeat opposing enemy forces by strategically positioning their own armoured divisions. Rather short on action, but an interesting title which would be more suitable for the tactitions, rather than arcade players.

GRAPHICS 71%
SOUND 75%
SHORT-TERM PLAY 76%
LONG-TERM PLAY 74%
MEGATECH RATING 76%

INSECTOR X

The game is fun at first - and the slick graphics and decent sound certainly add a little to the excitement - but none of the power-up weapons are particularly exciting, and the action has very little in the way of original features. There are plenty of better shoot 'em ups than this, and punters are advised to check out Hellfire and Thunderforce III before making a purchasing decision.

GRAPHICS 80%
SOUND 78%
SHORT-TERM PLAY 81%
LONG-TERM PLAY 67%
MEGATECH RATING 74%

JAMES POND

A cute and entertaining twelve-level aquatic platform game which provides plenty of fun. There are lots of hidden levels, and ardent platform addicts will definitely enjoy the action.

GRAPHICS 84%
SOUND 80%
SHORT-TERM PLAY 83%
LONG-TERM PLAY 75%
MEGATECH RATING 77%

JEWEL MASTER

A fairly standard platform game which despite a few original features has neither the challenge or addiction to keep you entertained for more than a few sessions.

GRAPHICS 50%
SOUND 64%
SHORT-TERM PLAY 66%
LONG-TERM PLAY 51%
MEGATECH RATING 55%

JOE MONTANA'S FOOTBALL

A pretty good football game, but has neither the depth, the options nor the challenge of John Madden's Football. Go for Madden's - or if you're after something different, Joe Montana II.

GRAPHICS 71%
SOUND 80%
SHORT-TERM PLAY 78%
LONG-TERM PLAY 69%
MEGATECH RATING 73%

JOHN MADDEN'S FOOTBALL

Using stunning state-of-the-art 3D graphics and unbelievable sound, this is one of the finest sports games ever seen. Easy-to-operate drop-down menus are used to dictate play, and the control pad is used intelligently to allow an incredible amount of different moves, including running, passing, diving, spinning and head-butting.

With its two-player option, and multiple modes of play, this is a game which will keep you entertained for many, many months. John Madden's Football is easily the best Megadrive yet seen, and is a game destined to become an all-time classic.

GRAPHICS 95%
SOUND 94%
SHORT-TERM PLAY 97%
LONG-TERM PLAY 94%
MEGATECH RATING 96%

KAGEKI

A complete duffer of a beat 'em up, converted from an old coin-op. The poor graphics would have been bad enough, but your fighter is gifted with only two fighting moves making the action dull beyond belief.

GRAPHICS 50%
SOUND 69%
SHORT TERM PLAY 45%
LONG TERM PLAY 20%
MEGATECH RATING 30%

KING'S BOUNTY

A fairly complex, non-action oriented role-playing game which should appeal to fans of the genre.

GRAPHICS 69%
SOUND 45%
SHORT-TERM PLAY 72%
LONG-TERM PLAY 71%
MEGATECH RATING 71%

KLAX

Beware! The Japanese import version of this isn't particularly good due to a vague and imprecise control method. American and official versions have that problem cured and are much better. Fans of the original coin-op and puzzle game players in general are recommended to try it out.

GRAPHICS 76%
SOUND 63%
SHORT-TERM PLAY 89%
LONG-TERM PLAY 83%
MEGATECH RATING 85%

LAKERS Vs CELTICS

An excellent all round sports simulation which combines superb playability with realistic gameplay to provide an addictive challenge that even non-basketball fans will enjoy.

GRAPHICS 86%
SOUND 80%
SHORT-TERM PLAY 90%
LONG-TERM PLAY 89%
MEGATECH RATING 89%

LAST BATTLE

Amongst one of the first Megadrive games to appear, this is a failure on two counts: it neither shows off any of the Megadrive's capabilities nor is an enjoyable game in its own right. Even novice players will get through this in one sitting, and the game doesn't have any features to make you go back to it once you've done so. Do yourself a favour, and plug this into anything but your Sega.

GRAPHICS 76%
SOUND 71%
SHORT-TERM PLAY 35%
LONG-TERM PLAY 26%
MEGATECH RATING 32%

M1 ABRAM'S TANK

A thoroughly enjoyable simulation which features eight missions to test the skills of a budding tank commander.

GRAPHICS 80%
SOUND 82%
SHORT-TERM PLAY 83%
LONG-TERM PLAY 79%
MEGATECH RATING 81%

MARVEL LAND

A huge, sprawling platform game with loads of levels. Although original features are few and far between, it's a playable, fun game which should appeal to fans of the genre.

GRAPHICS 81%
SOUND 80%
SHORT-TERM PLAY 85%
LONG-TERM PLAY 79%
MEGATECH RATING 81%

MEGATRAX

A very disappointing version of the enjoyable quadbike racing coin-op. Although it has simultaneous two-player action, the naff graphics and bland gameplay fail to spark any excitement at all. Avoid it.

GRAPHICS 40%
SOUND 41%
SHORT-TERM PLAY 42%
LONG-TERM PLAY 30%
MEGATECH RATING 33%

MICKEY MOUSE IN THE CASTLE OF ILLUSION

One of the best Megadrive platform games around, combining superlative graphics and excellent gameplay to provide an addictive and thoroughly enjoyable challenge.

GRAPHICS 95%
SOUND 85%
SHORT-TERM PLAY 94%
LONG-TERM PLAY 90%
MEGATECH RATING 93%

MIDNIGHT RESISTANCE

A very faithful coin-op conversion which packs all the looks, sounds and levels of the original machine. On the lowest setting the challenge is lacking, but stick it on hard and you should have a great time!

GRAPHICS 85%
SOUND 90%
SHORT-TERM PLAY 88%
LONG-TERM PLAY 78%
MEGATECH RATING 85%

MIGHT AND MAGIC

An extremely good menu/text-driven RPG which should keep purists scratching their craniums for months.

GRAPHICS 77%
SOUND 50%
SHORT-TERM PLAY 80%
LONG-TERM PLAY 85%
MEGATECH RATING 81%

MIKE DITKA'S POWER FOOTBALL

A cross between Joe Montana Football and John Madden's Football, but not as good as either.

GRAPHICS 74%
SOUND 88%
SHORT-TERM PLAY 76%
LONG-TERM PLAY 69%
MEGATECH RATING 72%

MOONWALKER

With its excellent graphics, thumping soundtrack (including such hits as Beat It, Billie Jean and Bad) and sampled speech (with all your favourite Jackson aaows and oohs), this is a very addictive platform game which will have you tapping your feet while you play. Forget the fact that this has the cred-damaging Michael Jackson face on the cover, and just enjoy the action.

GRAPHICS 91%
SOUND 93%
SHORT-TERM PLAY 88%
LONG-TERM PLAY 79%
MEGATECH RATING 85%

MUSHA

Uneven graphics and the easy difficulty level make this a rather dull up-the-screen shoot 'em up which we can only recommend to novices.

GRAPHICS 78%
SOUND 68%
SHORT-TERM PLAY 73%
LONG-TERM PLAY 65%
MEGATECH RATING 71%

MYSTIC DEFENDER

Originally imported as Kujaku II, this Ghouls 'n' Ghosts clone lacks the oomph to keep you coming back for more.

GRAPHICS 78%
SOUND 71%
SHORT-TERM PLAY 67%
LONG-TERM PLAY 55%
MEGATECH RATING 63%

NEW ZEALAND STORY

New Zealand Story might look as cute as a litter of kittens, but it's tough and challenging, with different screens from the arcade version to make life difficult even for coin-op experts. Highly recommended.

GRAPHICS 84%
SOUND 83%
SHORT-TERM PLAY 91%
LONG-TERM PLAY 85%
MEGATECH RATING 89%

OUTRUN

This conversion of the classic coin-op simply doesn't do it justice. The graphics and sound are okay, but it's the gameplay where it falls flat - it's so easy even a complete dumbo can complete it within a couple of goes.

GRAPHICS 80%
SOUND 80%
SHORT-TERM PLAY 71%
LONG-TERM PLAY 43%
MEGATECH RATING 58%

PGA TOUR GOLF

Simply the best golf game available on any system. Superb gameplay, a tough challenge, multi-player options, battery-backed RAM and loads of courses make this a sports simulation not to miss.

GRAPHICS 85%
SOUND 87%
SHORT-TERM PLAY 94%
LONG-TERM PLAY 94%
MEGATECH RATING 93%

PHANTASY STAR II

There's certainly a big challenge in store in this massive menu-driven adventure, but to be honest, Phantasy Star II is more suited to pure RPG fans who like to use their brains rather than their joysticks. Arcade fans will soon become bored due to the lack of immediate action.

GRAPHICS 61%
SOUND 67%
SHORT-TERM PLAY 73%
LONG-TERM PLAY 79%
MEGATECH RATING 78%

PHANTASY STAR III

Another enormous role-playing game, but this one has far more depth and variety than its predecessor. It's by far the best RPG on the Megadrive, but the real bummer is that it costs a massive £60.00! Eeek!

GRAPHICS 84%
SOUND 77%
SHORT-TERM PLAY 85%
LONG-TERM PLAY 92%
MEGATECH RATING 89%

PHELIOS

Phelios is certainly not the greatest vertically scrolling Megadrive blaster around, but it has enough original features to keep you entertained for a while at least - even though it has crap graphics.

GRAPHICS 54%
SOUND 72%
SHORT-TERM PLAY 81%
LONG-TERM PLAY 67%
MEGATECH RATING 77%

POPULOUS

Ever wanted to play God? Of course you have. And now here's your opportunity, courtesy of this stunning Electronic Arts. With super graphics and 500 different levels (and a password system to let you carry on from where you left off), Populous is both highly original and amazingly addictive. Once you start playing, it's very difficult to stop. With a constant challenge on offer, Populous is a game which you will return to time and time again.

GRAPHICS 82%
SOUND 73%
SHORT-TERM PLAY 92%
LONG-TERM PLAY 91%
MEGATECH RATING 91%

RAIDEN TRAD

A vertically scrolling blaster which doesn't have much going for it in the way of originality, but provides a stiff and enjoyable challenge for those who haven't tired of the genre.

GRAPHICS 80%
SOUND 70%
SHORT-TERM PLAY 80%
LONG-TERM PLAY 73%
MEGATECH RATING 79%

RAINBOW ISLANDS

Save the vertical scrolling platform levels of the Rainbow Islands in this conversion of the Taito coin-op. Virtually arcade perfect (both arcade versions, normal and super have been included) with only flickery sprites letting the side down, Rainbow Islands is a rewarding, playable platform game.

GRAPHICS 80%
SOUND 76%
SHORT-TERM PLAY 87%
LONG-TERM PLAY 85%
MEGATECH RATING 86%

RAMBO III

In typical Rambo style, the object of this multidirectionally scrolling shoot 'em up is to infiltrate five different enemy zones and destroy everything and anything silly enough to step in your way. With great your way. With great graphics and thumping good sound, Rambo certainly backs a punch. It's not a difficult game to finish, but it's great fun, and keeps you coming back for more even when you've defeated the enemy!

GRAPHICS 87%
SOUND 93%
SHORT-TERM PLAY 89%
LONG-TERM PLAY 82%
MEGATECH RATING 87%

REVENGE OF SHINOBI

This is a slick, superb looking, great sounding and incredibly playable platform game in which you guide hero Shinobi on a solo infiltration deep into enemy territory. The gameplay is beautifully balanced so you seem to get just a little bit further with every game. The game itself is huge, spread over 20 different and very long sub-levels, making this challenging even to the most skillful of players. If you're a platform game fan, this is an essential purchase.

GRAPHICS 92%
SOUND 93%
SHORT-TERM PLAY 95%
LONG-TERM PLAY 91%
MEGATECH RATING 94%

ROAD RASH

Take your high-powered bike into the Road Rash tournaments, a series of races where the objective is to travel the Super Hang-On-style roadways indulging in violent acts with other "Rashers". Lots of races, lots of bikes to ride, and plenty of thrills 'n' spills make Road Rash the best racer on the Megadrive!

GRAPHICS 92%
SOUND 92%
SHORT-TERM PLAY 94%
LONG-TERM PLAY 88%
MEGATECH RATING 92%

SAINT SWORD

Saint Sword offers platform-based slash 'em up frivolity, as our hero penetrates enemy territory in search of the evil wizard, Gorgan. This Rastan-like game could have done with better graphics and sound, but as it stands, Saint Sword is a fairly playable effort.

GRAPHICS 72%
SOUND 61%
SHORT-TERM PLAY 75%
LONG-TERM PLAY 71%
MEGATECH RATING 72%

SHADOW DANCER

Joe Mushashi's back for some more ninjitsu-related platform action in this follow-up to Revenge of Shinobi. Graphics, sound and playability are all inferior to Revenge, so smart cookies should check that one out for the ultimate ninja game.

GRAPHICS 77%
SOUND 72%
SHORT-TERM PLAY 78%
LONG-TERM PLAY 49%
MEGATECH RATING 59%

SHINING IN THE DARKNESS

A role-playing game with excellent graphics and a brilliant window system, Shining in the Darkness is recommended to RPG buffs. Watch out though for irritating combat, reliant on luck rather than the player's skill.

GRAPHICS 82%
SOUND 80%
SHORT-TERM PLAY 70%
LONG-TERM PLAY 73%
MEGATECH RATING 72%

SOKO BAN

This strange puzzle game involves the player moving boxes around store rooms. It doesn't sound exciting, and indeed it isn't, but the action is absorbing nonetheless, and puzzle fans should relish the considerable challenge.

GRAPHICS 49%
SOUND 56%
SHORT-TERM PLAY 78%
LONG-TERM PLAY 76%
MEGATECH RATING 78%

SONIC THE HEDGEHOG

Sega's hyped-beyond-belief character stars in a game heavily inspired by Nintendo's Mario platform game platform game series. It's very addictive with brilliant graphics and speed. However, the gameplay is frustrating at times and experienced gamers should have this one licked within days.

GRAPHICS 93%
SOUND 81%
SHORT-TERM PLAY 93%
LONG-TERM PLAY 79%
MEGATECH RATING 83%

SPACE HARRIER II

Take off and battle aliens who've invaded 12 zones of the beautiful Fantasy Zone in this 3D shoot 'em up. The 3D is very fast and smooth, and indeed the whole game looks amazing. However, the gameplay gets pretty dull after a while due to the lack of variety. You just keep on flying and shooting. If you're a fan of Space Harrier, this will obviously have great appeal, but for everyone else, the novelty will wear off very quickly.

GRAPHICS 82%
SOUND 80%
SHORT-TERM PLAY 79%
LONG-TERM PLAY 71%
MEGATECH RATING 76%

SPIDER-MAN

Marvel's web-slinging hero hits the Megadrive in style, with excellent comic-like backdrops and sprites with great gameplay. With plenty to see and do, Spider-Man should appeal to anyone after an excellent, challenging platform game.

GRAPHICS 84%
SOUND 86%
SHORT-TERM PLAY 92%
LONG-TERM PLAY 90%
MEGATECH RATING 91%

STAR CONTROL

Two space empires battle it out for supremacy in this awesome rendition of the arcade classic, Space Wars (albeit with extra strategy bits thrown in). A bit dull in one-player mode, but the highly entertaining two-player version more than makes up for it.

GRAPHICS 68%
SOUND 90%
SHORT-TERM PLAY 93%
LONG-TERM PLAY 90%
MEGATECH RATING 90%

STORMLORD

Ghouls 'n' Ghosts-style platform action in this Amiga conversion. Unfortunately, the playability's cursed with unforgiving collision detection and a very high frustration level. Put bluntly, even the Spectrum version beats this hands down in the playability department. Avoid.

GRAPHICS 87%
SOUND 79%
SHORT-TERM PLAY 59%
LONG-TERM PLAY 55%
MEGATECH RATING 57%

STREET SMART

A dreadful beat 'em up debacle, Street Smart starts off well with decent sprites and backdrops. However start the game proper and you'll discover that the gameplay is a complete joke with repetitive attack moves and no challenge whatsoever. Get Streets of Rage instead.

GRAPHICS 80%
SOUND 66%
SHORT-TERM PLAY 68%
LONG-TERM PLAY 41%
MEGATECH RATING 55%

STREETS OF RAGE

Yes! The Megadrive needed a fabulous beat 'em up, and Streets of Rage more than delivers. With excellent sprites, backdrops and brilliant music, Streets of Rage is initially very appealing. Add in great gameplay and simultaneous two-player action and you've got an essential buy.

GRAPHICS 90%
SOUND 94%
SHORT-TERM PLAY 94%
LONG-TERM PLAY 89%
MEGATECH RATING 92%

STRIDER

This conversion's graphics and sound are nigh on arcade-perfect, and it also packs a considerable challenge. Packing a considerable challenge, Strider is a truly superlative coin-op conversion which will appeal to any arcade fan - and its multiple difficulty levels means that it won't become boring very quickly.

GRAPHICS 94%
SOUND 88%
SHORT-TERM PLAY 94%
LONG-TERM PLAY 87%
MEGATECH RATING 91%

SUPER HANG-ON

Converted from the Sega coin-op, this is an excellent copy and has all the features of the original machine plus an extra challenge game thrown in for good measure! The graphics and sound are both excellent, and with playability to match, this is a race game that no Megadrive owner should be without.

GRAPHICS 89%
SOUND 90%
SHORT-TERM PLAY 93%
LONG-TERM PLAY 84%
MEGATECH RATING 89%

SUPER HYDLIDE

Like Phantasy Star II, this is a huge role playing game where you have to travel the landscape, speak to people and fight monsters. It's a very tough game, and much brain-work is required to get anywhere. The graphics and sound aren't exactly the best in the world, but they do their job, and the gameplay is fairly engrossing, so long as you're into role playing games.

GRAPHICS 45%
SOUND 78%
SHORT-TERM PLAY 69%
LONG-TERM PLAY 75%
MEGATECH RATING 70%

SUPER LEAGUE BASEBALL

The graphics and sound are both very good, with nicely animated batters and pitchers, and plenty of atmospheric spot effects. The game plays a challenging version of baseball, with tough computer opponents and a two-player option for head-to-head laughs and chuckles.

GRAPHICS 76%
SOUND 74%
SHORT-TERM PLAY 83%
LONG-TERM PLAY 71%
MEGATECH RATING 80%

SUPER MONACO GP

This incredible race game is not only a superb conversion of the brilliant coin-op but also features a full extra game in which you race top drivers around eighteen different Grand Prix circuits. It's a thrilling race game, with fast and effective 3D and great gameplay. It's incredibly addictive and has loads of lasting appeal, with a password system to let you have an ongoing Grand Prix campaign. If you're a speed nut, make sure you get this.

GRAPHICS 90%
SOUND 78%
SHORT-TERM PLAY 96%
LONG-TERM PLAY 91%
MEGATECH RATING 94%

SUPER REAL BASKETBALL

The computer isn't difficult to beat once you've got used to the comprehensive control method, but the inclusion of the thoroughly enjoyable two-player option means that as long as a second player is around, you can go back to it time and time again. With excellent graphics - the animation on the players is particularly good - and plenty of different gameplay options, this is bound to go down well with basketball fans everywhere.

GRAPHICS 79%
SOUND 77%
SHORT-TERM PLAY 81%
LONG-TERM PLAY 80%
MEGATECH RATING 81%

SUPER THUNDERBLADE

This was one of the first ever Megadrive games, and a two years ago it looked pretty good. However, compared with other offerings, the jerky 3D and sluggish control methods makes this game look rough around the edges. Fans of the original machine will get plenty of kicks, but anyone else will find it all rather uninspiring.

GRAPHICS 78%
SOUND 67%
SHORT-TERM PLAY 72%
LONG-TERM PLAY 55%

MEGATECH RATING 69%

SUPER VOLLEYBALL

Although it looks good, the rather fiddly and irritating control method means that only the most ardent of volleyball fans will be willing to persevere with this.

GRAPHICS 80%
SOUND 55%
SHORT-TERM PLAY 69%
LONG-TERM PLAY 50%
MEGATECH RATING 61%

SWORD OF SODAN

Although Sword of Sodan's big sprites look impressive, the poor animation and pedestrian playability results in a game that will only appeal to people who like their action sl-o-o-w

GRAPHICS 70%
SOUND 60%
SHORT-TERM PLAY 61%
LONG-TERM PLAY 51%
MEGATECH RATING 55%

SWORD OF VERMILLION

Put simply, this is probably the best RPG on the Megadrive. A gripping plot combined with user-friendly controls and great presentation make for an RPG that even a die-hard laser brain should thoroughly enjoy.

GRAPHICS 79%
SOUND 94%
SHORT-TERM PLAY 85%
LONG-TERM PLAY 90%
MEGATECH RATING 87%

TECHNOCOP

There are two sections to each mission in this rancid Razorsoft game. The first part of the game involves chasing criminals along a poorly-defined 3D road, while the second part is a sad scrolling effort when Technocop blasts his suspect out of all the known dimensions. Boring in the extreme, Technocop should never be part of anyone's cartridge collection.

GRAPHICS 66%
SOUND 54%
SHORT-TERM PLAY 52%
LONG-TERM PLAY 43%
MEGATECH RATING 49%

THUNDERFORCE II

Overshadowed by its successor, but nevertheless a robust shoot 'em up with plenty of thrills 'n' spills, this blaster has action set over nine different horizontally and overhead scrolling levels packed to the gills with enemy ships and huge (and we mean huge) end-of-level guardians. Recommended to blasting fans.

GRAPHICS 82%
SOUND 88%
SHORT-TERM PLAY 83%
LONG-TERM PLAY 76%
MEGATECH RATING 81%

THUNDERFORCE III

The Thunderforce fighter is back in a six-level graphical tour de force. The graphics are truly marvellous, with parallax-scrolling backdrops and some great sprites. The sound isn't bad, either. Put those together with the great gameplay and you've got a superb shoot 'em up which is highly recommended.

GRAPHICS 88%
SOUND 86%
SHORT-TERM PLAY 91%
LONG-TERM PLAY 86%
MEGATECH RATING 89%

TOE JAM AND EARL

A completely bizarre one or simultaneous two-player arcade adventure that's absolutely jam-packed with humourous touches - both visual and aural. The game is very laid back, and the emphasis is on exploration rather than rushing about. Thoroughly enjoyable, thoroughly weird and thoroughly worth checking out.

GRAPHICS 90%
SOUND 96%
SHORT-TERM PLAY 94%
LONG-TERM PLAY 79%
MEGATECH RATING 87%

TONGUE OF THE FATMAN

This one or two-player arcade-style one-on-one beat 'em up throws the player into the futuristic arena where combatants have to fight one another in a gladitorial style contest.The graphics, and particularly the animation, are utterly superb. However, these are let down by the gameplay, which to be blunt is far too easy. Check it out by all means - if just to see the graphics - but play before you buy.

GRAPHICS 87%
SOUND 75%
SHORT-TERM PLAY 86%
LONG-TERM PLAY 62%
MEGATECH RATING 71%

TORA! TORA! TORA!

This is the latest from vertically scrolling shoot 'em up specialists Toaplan (authors of Truxton and Flying Shark), and although it's great fun, suffers from being too easy to complete. Perhaps one for the novices?

GRAPHICS 61%
SOUND 57%
SHORT-TERM PLAY 67%
LONG-TERM PLAY 48%
MEGATECH RATING 59%

TRUXTON

Although original features are distinctly lacking in this vertically scrolling arcade conversion (which incidentally is also known as Tatsujin), it's a good, solid blast which offers plenty of action, speed and excitement.

GRAPHICS 81%
SOUND 79%
SHORT-TERM PLAY 83%
LONG-TERM PLAY 78%
MEGATECH RATING 82%

TURRICAN

A fairly enjoyable platform/shooting game which has one flaw - it starts out fairly tricky, but gets easier the further you go!

GRAPHICS 71%
SOUND 72%
SHORT-TERM PLAY 77%
LONG-TERM PLAY 72%
MEGATECH RATING 73%

TWIN HAWK

Yet more Megadrive vertically scrolling malarkey, with the usual assortment of power-ups and end-of-level bosses. Twin Hawk is very average indeed, adding nothing to an already overtired genre.

GRAPHICS 75%
SOUND 50%
SHORT-TERM PLAY 72%
LONG-TERM PLAY 51%
MEGATECH RATING 60%

ULTIMATE TIGER

Yet another vertically scrolling shooting game, Ultimate Tiger is a pretty decent conversion of the ageing coin-op. Although completely unoriginal, Ultimate Tiger is still quite playable and well worth a look.

GRAPHICS 80%
SOUND 83%
SHORT-TERM PLAY 84%
LONG-TERM PLAY 80%
MEGATECH RATING 81%

VAPOR TRAIL

Another vertically scrolling shoot 'em up? You bet! Vapor Trail is another average effort with decent graphics, exceptional sound but rather lacking in the challenge department. One for die-hard blasting fans to have a look at.

GRAPHICS 80%
SOUND 90%
SHORT-TERM PLAY 81%
LONG-TERM PLAY 59%
MEGATECH RATING 70%

VERYTEX

Would you believe it? ANOTHER vertically scrolling blaster! For Verytex, read Very Average. Unexceptional graphics coupled with dull gameplay make Verytex very boring very quickly.

GRAPHICS 78%
SOUND 88%
SHORT-TERM PLAY 77%
LONG-TERM PLAY 69%
MEGATECH RATING 73%

WARDNER

Wardner was a minor coin-op hit, and this Megadrive conversion is pretty creditable. It's standard platform fare - dodge the traps and blast the meanies and massive bosses. Wardner is pretty playable, but infinite continues make it pretty simple to complete.

GRAPHICS 71%
SOUND 80%
SHORT-TERM PLAY 81%
LONG-TERM PLAY 71%
MEGATECH RATING 75%

WONDERBOY III

Tom-Tom's back for some more platform-based scrolling shoot 'em up action. Very average graphics and sound stand hand-in-hand with uneventful, completely unchallenging gameplay. A big disappointment for Wonderboy fans.

GRAPHICS 71%
SOUND 72%
SHORT-TERM PLAY 70%
LONG-TERM PLAY 38%
MEGATECH RATING 47%

WHIP RUSH

Originality certainly wasn't high on the priority sheet when this very average scrolling shoot 'em up was thought up. To be honest, it's one of the crappiest blasters available - try something like Truxton or Thunderforce III rather than wasting your cash on this.

GRAPHICS 71%
SOUND 70%
SHORT-TERM PLAY 55%
LONG-TERM PLAY 36%
MEGATECH RATING 48%

WORLD CUP SOCCER

The one and only soccer game on the Megadrive... but it's not particularly brilliant and is very easy to beat the crap computer opponents. Worth checking out if you're really desperate for a football game, but if you're a good gamesplayer don't forget about that low, low difficulty level. Our advice is to try a different sports game (like John Madden's Football) and wait for Super Kick Off to be released in Easter.

GRAPHICS 78%
SOUND 71%
SHORT-TERM PLAY 77%
LONG-TERM PLAY 59%
MEGATECH RATING 64%

ZANY GOLF

This is an offbeat "sports" simulation based around that most famous of British seaside resort pastimes, crazy golf. Featuring courses as bizarre as they're tricky, this is a surprisingly addictive little number that just keeps you coming back for more. Each one of up to four players starts off with a number of strokes, and after each hole is completed, more are added to that total. However, if you use up all your strokes, it's game over. If you're after something different, check this out!

GRAPHICS 82%
SOUND 74%
SHORT-TERM PLAY 82%
LONG-TERM PLAY 73%
MEGATECH RATING 80%

ZOOM

Reminiscent in many respects of that decade-old arcade classic, Amidar, this painting game requires you to make your way around a grid and fill in each square by painting around the edges. It's quite good fun, and is addictive to boot. However, there isn't much variety, and after a couple of sessions it all starts to get a little bit boring.

GRAPHICS 61%
SOUND 72%
SHORT-TERM PLAY 51%
LONG-TERM PLAY 43%
MEGATECH RATING 45%

NEXT MONTH...

MEGA-CD SPECIAL!

Yes, it lives! The Mega-CD has finally seen the light of day, and Megatech have tracked down one of these rare beasties. Next ish we'll be telling you if it lives up to the hype, what it can do and whether you should part with your readies for one. We'll also be investingating the first batch of Mega-CD software, and finding out whether the language barrier will be causing any problems with the Jap games.

Fancy a complete solution to the Immortal? Well, you just going to have to wait a month. There's going to be more tips, more pleas for aid in the Helpline and more games taken apart for the Hyper Technique Zone. You lucky people!

Earnest Evans – one of the first English language Mega-CD games. More next ish.

The iron-shod foot of the toughest future sport challenges the AQRAT rating system in the form of Speedball 2. We take on the Draconians in EA's Buck Rogers, monkey around in Toki, kick alien ass in Xenon 2 and still have time to bring you the most reliable, up to the minute reviews around. Say no more misses!

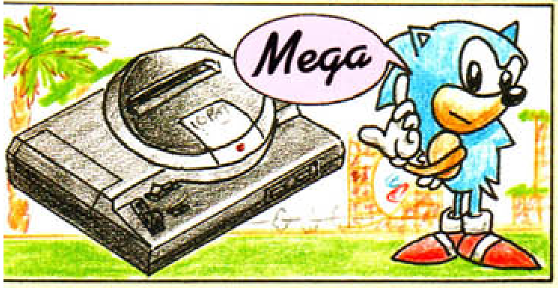
Megatech 2, on sale January 20 1992. It just might save your life.

Ax' where da ya get these wicked games man
Look dudes just check out these shops they have over 100,000 games in stock
Yer Ax' chill out an tell us where y' get Sega & Nintendo games
....Visit our shops

WANTED

$ CASH PAID $

WE WANT YOUR GAMES
WE PART-EXCHANGE OR
PAY CASH FOR ANY OF
YOUR UNWANTED
CONSOLE GAMES



OFFICIAL UK
MEGADRIVE
+ ALTERED BEAST
+ FREE JAP TO UK ADAPTOR

TRADE IN PRICE **£99** CALL FOR DETAILS OR WITHOUT TRADE-IN **£119.99**

IMPORT
MEGADRIVE
+ FREE GAME OF OUR CHOICE
PLAYS ALL CARTRIDGES

TRADE IN PRICE **£89** CALL FOR DETAILS OR WITHOUT TRADE-IN **£109.99**

	NEW	USED
688 ATTACK SUB	34.99	24.99
AFTERBURNER 2	29.99	19.99
ALIEN STORM	29.99	19.99
ALTERED BEAST	19.99	9.99
ABRAHAMS BATTLE TANK	34.99	24.99
BACK TO THE FUTURE 2	34.99	CALL
BACK TO THE FUTURE 3	34.99	CALL
BATMAN	34.99	24.99
BLOCK OUT	34.99	19.99
BONANZA BROS	29.99	22.99
BUCK ROGERS	34.99	CALL
BUDOKAN	34.99	19.99
COLUMNS	26.99	19.99
CALIFORNIA GAMES	34.99	CALL
CELTIC vs LAKERS	34.99	24.99
DARK CASTLE	29.99	22.99
DICK TRACY	34.99	24.99
DEVILS CRASH	34.99	CALL
DECAP ATTACK (MAGICAL HAT)	29.99	19.99
DINOLAND	34.99	19.99
DONALD DUCK (QUACKSHOT)	**29.99**	**24.99**
ESWAT	29.99	16.99
EA ICE HOCKEY	**29.99**	**24.99**
F22 INTERCEPTOR	**34.99**	**CALL**
FANTASIA	34.99	24.99
FLICKEY	26.99	14.99
FATAL REWIND	34.99	24.99
GOLDEN AXE 2	**29.99**	**24.99**
GOLDEN AXE 1	29.99	19.99
GHOULS 'N' GHOST	37.99	22.99
GYNOUG (WING OF WAR)	29.99	19.99
HELLFIRE	29.99	19.99
JOHN MADDEN FOOTBALL	34.99	22.99
JEWEL MASTER	34.99	19.99
JAMES BUSTER DOUGLAS	29.99	19.99
KILLING GAME SHOW	34.99	22.99
MIDNIGHT RESISTANCE	34.99	19.99
MICKEY MOUSE	34.99	24.99
MS PACMAN	29.99	22.99
MARBLE MADNESS	34.99	CALL
MERCS	**29.99**	**19.99**
MONSTER WORLD 3	34.99	22.99
MARVEL LAND	34.99	24.99
OUTRUN	34.99	24.99
PHANTASY STAR 2	49.99	24.99
PHANTASY STAR 3	44.99	29.99
PITFIGHTER	**34.99**	**24.99**
PGA GOLF	**29.99**	**29.99**
POPULOUS	34.99	24.99
POWERBALL	34.99	24.99
RAIDEN TRAD	39.99	24.99
RAMBO 3	26.99	19.99
RAINBOW ISLAND	34.99	24.99
REVENGE OF SHINOBI	29.99	19.99
RENT A HERO	34.99	22.99
RING OF POWER	34.99	24.99
RINGSIDE ANGEL	29.99	19.99
ROAD RASH	34.99	24.99
ROLLING THUNDER 2	34.99	CALL
ROBOCOD (JAMES POND 2)	34.99	CALL
STORMLORD	34.99	24.99
SUPER MONACO GP	29.99	22.99
SHADOW BLASTERS	34.99	19.99
SUPER REAL BASKETBALL	29.99	19.99
SHADOW OF THE BEAST	39.99	CALL
SWORD OF VERMILLION	44.99	29.99
SWORD OF SODAN	24.99	16.99
STAR CONTROL	34.99	24.99
STRIDER	37.99	24.99
STREET SMART	34.99	24.99
SHADOW DANCER	29.99	19.99
SPACE HARRIER 2	29.99	19.99
SONIC THE HEDGEHOG	**29.99**	**24.99**
SPIDERMAN	34.99	24.99
SHINING IN THE DARKNESS	44.99	34.99
STREETS OF RAGE (Bare Knuckles)	**29.99**	**24.99**
STAR FLIGHT	39.99	29.99
SPEEDBALL 2	34.99	24.99
THUNDER FORCE 3	32.99	24.99
THE IMMORTAL	**34.99**	**24.99**
TURRICAN	32.99	22.99
TWIN CORBA	34.99	24.99
TOE JAM & EARL	**29.99**	**24.99**
TOKI	29.99	CALL
WARDNER	34.99	24.99
WORLD CUP ITALIA 90	26.99	19.99
WRESTLE WAR	29.99	24.99
XENON 2	34.99	24.99
ZANY GOLF	34.99	19.99
ZERO WINGS	34.99	24.99

Great to play outdoors

FREE POSTAL SERVICE ON ALL GOODS

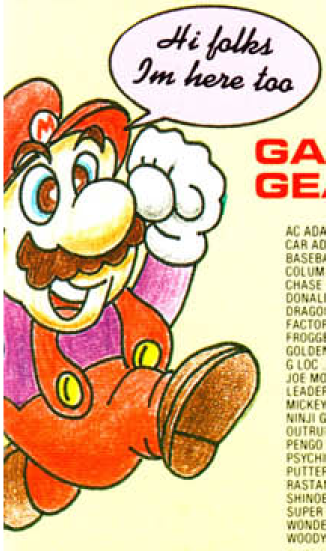
Great to play at home

FREE POSTAL SERVICE ON ALL GOODS

MASTER GEAR ADAPTOR

RRP £34.99 **£19.99**

ALLOWS MASTER SYSTEM GAMES TO BE PLAYED ON THE GAME GEAR


Hi folks I'm here too

GAME GEAR £89.99

AC ADAPTOR	6.99
CAR ADAPTOR	6.99
BASEBALL	22.99
COLUMNS	17.99
CHASE HQ	22.99
DONALD DUCK	22.99
DRAGON CRYSTAL	22.99
FACTORY PANIC	19.99
FROGGER	19.99
GOLDEN AXE	22.99
G LOC	22.99
JOE MONTANA	22.99
LEADERBOARD	22.99
MICKEY MOUSE	22.99
NINJI GAIDEN	22.99
OUTRUN	22.99
PENGO	19.99
PSYCHIC WORLD	17.99
PUTTER GOLF	17.99
RASTAN	22.99
SHINOBI	22.99
SUPER MONACO	17.99
WONDERBOY	17.99
WOODY POP	19.99
TV TUNER	69.99

MASTER SYSTEM £54.99

NEW RELEASES

ALIEN STORM	26.99
BACK TO THE FUTURE 2	26.99
BONANZA BROTHERS	26.99
BUBBLE BOBBLE	**24.99**
DRAGON CRYSTAL	26.99
DYNAMITE DUKE	26.99
FLINTSTONES	26.99
LEADER BOARD	26.99
PACMANIA	31.99
POPULOUS	31.99
SPEEDBALL	26.99
STRIDER	26.99
SONIC THE HEDGEHOG	**24.99**
XENON 2	26.99

	NEW	USED
ALL 3D GAMES	9.99	5.99
ACTION FIGHTER	11.99	7.99
AFTER BURNER	26.99	14.99
ALIEN SYNDROME	26.99	9.99
AMERICAN PRO FOOTBALL	26.99	14.99
BATTLE OUTRUN	26.99	16.99
CHOPLIFTER	22.99	9.99
CALIFORNIA GAMES	26.99	19.99
DOUBLE DRAGON	26.99	14.99
DYNAMITE DUX	26.99	14.99
ESWAT	26.99	19.99
FORGOTTEN WORLD	26.99	21.99
GLOBLE DEFENCE	11.99	7.99
GOLDEN AXE	26.99	19.99
GOLFAMANIA	29.99	19.99
GHOULS & GHOSTS	26.99	19.99
INDIANA JONES	26.99	19.99
MICKEY MOUSE	26.99	21.99
OUTRUN	26.99	14.99
OPERATION WOLF	26.99	14.99
PAPERBOY	26.99	21.99
RAMBO 3	26.99	14.99
SPACE HARRIER	26.99	14.99
SHINOBI	26.99	14.99
SPELLCASTER	26.99	16.99
SUPER MONACO GP	26.99	19.99
SUMMER GAMES	26.99	19.99
SPIDERMAN	26.99	14.99
THUNDER BLADE	26.99	12.99
TIME SOLDIERS	26.99	12.99
ULTIMATE 4	26.99	14.99
VIGILANTE	26.99	14.99
WORLD SOCCER	22.99	14.99
WORLD GAMES	22.99	16.99
Y'S	29.99	19.99
ZILLION 2	22.99	12.99

GAME BOY

INCL TETRIS & BATTERIES,
STEREO HEADPHONES & 2 PLAYER LEAD
+ **FREE** MAINS ADAPTOR

£69.99

NINTENDO

CONTROL DECK & TURTLES
OR SUPER MARIO

£79.99

TITLES NOT AVAILABLE WILL BE DESPATCHED ON DATE OF RELEASE. WE RESERVE THE RIGHT TO CHANGE PRICES WITHOUT NOTIFICATION E & O E

WE STOCK A FULL RANGE OF GAMEBOY & NINTENDO SOFTWARE WRITE OR CALL FOR FULL PRICE LIST

WEST LONDON

COMPUTER GAMES
309 GOLDHAWK ROAD
LONDON W12 8EZ
☎ 081-741 9050 10am - 8pm

WEMBLEY MARKET

WEMBLEY STADIUM MARKET
SUNDAY 10am - 2pm

EPSOM, SURREY

THE GAMES ROOM
UNIT 15 IN SHOPS
EPSOM MARKET HALL
HIGH STREET EPSOM
SURREY KT19 8TX
☎ 0372-744465 9am - 5.30pm

SUTTON, SURREY

THE GAMES ROOM
11 THE ARCADE
SUTTON, SURREY
☎ 0372 74465

SUFFOLK

BITS 'N' BYTES
8-12 DIAL LANE IPSWICH
SUFFOLK IP1 1OL
☎ 0473 219961 9.30am - 5.30pm

EAST LONDON

COMPUTER SHOPPING WORLD
259 HIGH STREET,
WALTHAMSTOW,
LONDON E17 7BL
☎ 081-503 6633 9am - 5pm

ROMFORD, ESSEX

THATZ ENTERTAINMENT
UNIT 33-34
ROMFORD SHOPPING HALL
MARKET PLACE, ROMFORD
ESSEX RM1 3AB
☎ 0708 744338 9am - 5pm

LAKESIDE, ESSEX

UNIT 619 PAVILLION BUILDING
LAKESIDE SHOPPING CENTRE
WEST THURROCK, GRAYS
☎ 0708 890800 9.30am - 8pm

UPMINSTER, ESSEX

VIDEO SCREEN
COMPUTER GAMES
205 ST. MARYS LANE
UPMINSTER,
ESSEX RM14 3BU
☎ 0708 640500 10am - 6pm

All shops are Independant
Shop prices may vary

MAIL ORDER EXPRESS LINES

FREE POST 04022 26880 081-741 9050 FREE POST

Access NEXT DAY DELIVERY BARCLAYCARD VISA

YOUR UNWANTED CONSOLE GAMES PHONE NOW! FOR FREE QUOTATION

£1 FREE VOUCHER WITH EVERY PURCHASE IN OUR SHOP

SOLID GOLD EXCHANGE CLUB
CHRISTMAS SPECIALS

SEGA MEGADRIVE SOFTWARE

Road Rash	£32.95
Outrun	£31.95
Wrestle War	£28.95
Marvel Land	£33.95
Sonic the Hedgehog	£26.95
Shining in Darkness	£40.95
Strider	£22.95
Alien Storm	£26.95
Dark Castle	£26.95
Shadow Dancer	£14.95

GAMEGEAR SOFTWARE

G-Loc	£20.95
Mickey Mouse	£22.95
Devilish	£21.95
Shinobi	£18.95
Golf	£20.95
Fantasy Zone Gear	£20.95
Griffin	£20.95
Baseball	£20.95
Outrun	£19.95
Hally Wars	£22.95

SUPER FAMICOM SOFTWARE

F-ZERO	£35.95
Super Mario World	£41.95
Actraizer	£28.95
Pilot Wings	£42.95
Final Fight	£40.95
Big Run	£32.95
Ghouls and Ghosts	£44.95
Goeman	£41.95
Super Tennis	£42.95
Pro Soccer	£42.95

NEO GEO SOFTWARE

Nam 1975	£72.95
Boxer Joe	£98.95
Bowling	£72.95
Riding Hero	£72.95
Ghost Pilot	£102.95
King of the Monsters	£102.95
Raguy	£102.95
ASO II	£98.95
Burning Fight	£102.95
Crossed Swords	£102.95

SEGA MEGADRIVE + PSU + 1 GAME	£119.95
SEGA MEGADRIVE + PSU + 2 GAMES	£138.95
SUPER FAMICOM (SCART)+PSU+1 GAME	£206.95
SUPER FAMICOM (SCART)+PSU+2 GAMES	£254.95
SUPER FAMICOM (PAL)+PSU+1 GAME	£257.95
SUPER FAMICOM (PAL)+PSU+2 GAMES	£299.95
SEGA GAMEGEAR + 1 GAME	£109.95
SEGA GAMEGEAR + 2 GAMES	£129.95
PC ENGINE GT + 1 GAME	£199.95
NEO GEO + PSU + 1 GAME	£369.95
NEO GEO + PSU + 2 GAMES	£439.95

PLEASE ADD P+P
£5.00 HARDWARE £1.00 SOFTWARE

HO HO HO GEEK! CHRISTMAS GEAR AIN'T EXPENSIVE AT SOLID GOLD!

SOLID GOLD EXCHANGE CLUB

COMPUTER ENTERTAINMENT

SPECIAL CHRISTMAS DELIVERY SERVICE!!
ASK FOR DETAILS WHEN ORDERING

CALL TODAY-0389 55599

PHONE LINES OPEN MONDAY - FRIDAY 12 NOON-8PM, SATURDAY 9AM-5PM

SOLID GOLD EXCHANGE CLUB LTD, NO.6 LOMOND TRADE CENTRE, LOMOND INDUSTRIAL ESTATE,
ALEXANDRIA, DUNBARTONSHIRE, SCOTLAND G83 0TL. Reg No. Scotland 131921.

メガテク MEGATECH

WE ARE A SMALL GROUP OF PEOPLE DEDICATED TO PRESERVING A PART OF CLASSIC GAMING THAT SEEMS TO BE OVERLOOKED MOST OF THE TIME. NAMELY CLASSIC VIDEO GAME MAGAZINES.
OUR GOAL IS TO PRESERVE THESE MAGAZINES BY RESTORING AND DIGITIZING THEM BEFORE THEY ARE LOST FOREVER.
BESIDES LETTING PEOPLE ENJOY SELECT ARTICLES DIRECTLY ON THE SITE, WE ALSO CREATE CBZ FILES AS THE ONE YOU ARE LOOKING AT RIGHT NOW, WHICH FEATURE THE COMPLETE MAGAZINES FROM START TO FINISH.
THIS GIVE US THE BENEFIT OF CREATING MUCH HIGHER RESOLUTION VERSIONS THAN WHAT IS FEASIBLE ON A WEBSITE.
THIS WAY, ANYONE WHO IS BUT A MOUSE-CLICK AWAY WILL BE ABLE TO ENJOY THESE CLASSIC MAGAZINES ONCE MORE.

WE DO HOWEVER ONLY SEEK OUT MAGAZINES WHICH ARE PUBLISHED PRIOR TO THE YEAR 2000, UNLESS PERMISSION HAS BEEN GRANTED BY THE PUBLISHER IN QUESTION TO DO OTHERWISE.
THE ONLY EXCEPTIONS TO THIS RULE ARE DREAMCAST EXCLUSIVE MAGAZINES, DUE TO THE NATURE AND CIRCUMSTANCES SURROUNDING THE SYSTEM, AS WELL AS NINTENDO 64 EXCLUSIVE MAGAZINES.
REPRINTS AND RE-ISSUED CLASSIC MAGAZINES IN ANY SHAPE OR FORM (DIGITAL VERSIONS INCLUDED) WILL BE TREATED LIKE NEW MAGAZINES, WHICH MEANS WE WON'T BE SCANNING OR DISTRIBUTING THEM.

THE REASON FOR RESTRICTING OURSELVES TO MAGAZINES PUBLISHED BEFORE A CERTAIN DATE, IS TO GIVE PUBLISHERS ENOUGH BREATHING ROOM TO SELL REPRINTS OR DIGITAL VERSIONS OF THEIR OLD MAGAZINES IF THEY WISH TO DO SO.
THESE ARE HARD ENOUGH TIMES AS IT IS FOR PRINT AND THE LAST THING WE WOULD WANT IS TO DO IS HAVE ANY KIND OF NEGATIVE EFFECT ON THEM.
WE SEEK OUT TO WORK WITH PUBLISHERS AND ARE ALWAYS LOOKING TO SEEK APPROVAL TO DIGITIZE, RESTORE AND RE-DISTRIBUTE THEIR WORKS IN WHATEVER WAY THEY SEE FIT. (PUBLICLY OR WITH SILENT APPROVAL)

WE HAVE NO INTENT NOR DESIRE TO PROFIT FROM THESE DIGITAL MAGAZINES IN ANY WAY, SHAPE OR FORM. NOR DO WE HAVE ANY DESIRE TO FINANCIALLY HARM ANY PUBLISHER, EDITOR, WRITER OR PERSON INVOLVED IN CREATING THESE, OR ANY OTHER MAGAZINES FOR THAT MATTER.
WE ARE NOT HERE TO DO HARM, BUT TO HELP PROTECT THEIR LEGACY.
THAT IS WHY THE PRE-2000 DATE IS IN PLACE:
TO PROTECT THEIR BUSINESS AND LIVELY-HOOD, AND TO MAKE SURE THAT WE WILL BE ABLE TO KEEP ENJOYING NEW MAGAZINES FOR MANY YEARS TO COME, WHILE AT THE SAME TIME ENJOY THEIR BACK CATALOGUE.

WE WOULD LIKE TO THANK EVERYONE WHO MAKES THIS PROJECT POSSIBLE. FROM THE ORIGINAL WRITERS, EDITORS AND PUBLISHERS, TO THE CURRENT COPYRIGHT OWNERS AND EVERYONE INVOLVED IN ACQUIRING, DIGITIZING, RESTORING, PRESERVING AND DISTRIBUTING THESE MAGAZINES.

ONE LAST THING:
IF YOU COME ACROSS ANYONE TRYING TO SELL ANY OF THESE DIGITAL MAGAZINES, OR PROFIT FROM THEM IN ANY WAY, SHAPE OR FORM, PLEASE DO NOT SUPPORT THEM!

THANK YOU!

iPod & iPhone Version (1024 pixels)

YOU ARE VIEWING THE IPOD & IPHONE VERSION OF THIS ISSUE RIGHT NOW. THIS VERSION IS CREATED FOR OPTIMAL VIEWING ON TINY DISPLAYS. IF YOU ARE LOOKING FOR A HIGHER RESOLUTION VERSION OF THIS ISSUE, FOR VIEWING ON AN TABLET, OR WANT THE HIGHEST RESOLUTION VERSION, BE SURE TO CHECK THE MAGAZINE CATALOGUE ON OUR SITE.

OUT OF PRINT ARCHIVE